

**MAGAZINE
OF THE YEAR**

■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

ISSUE 19 • APRIL 1989 • £1.50

ACE

ADVANCED

ENTERTAINMENT

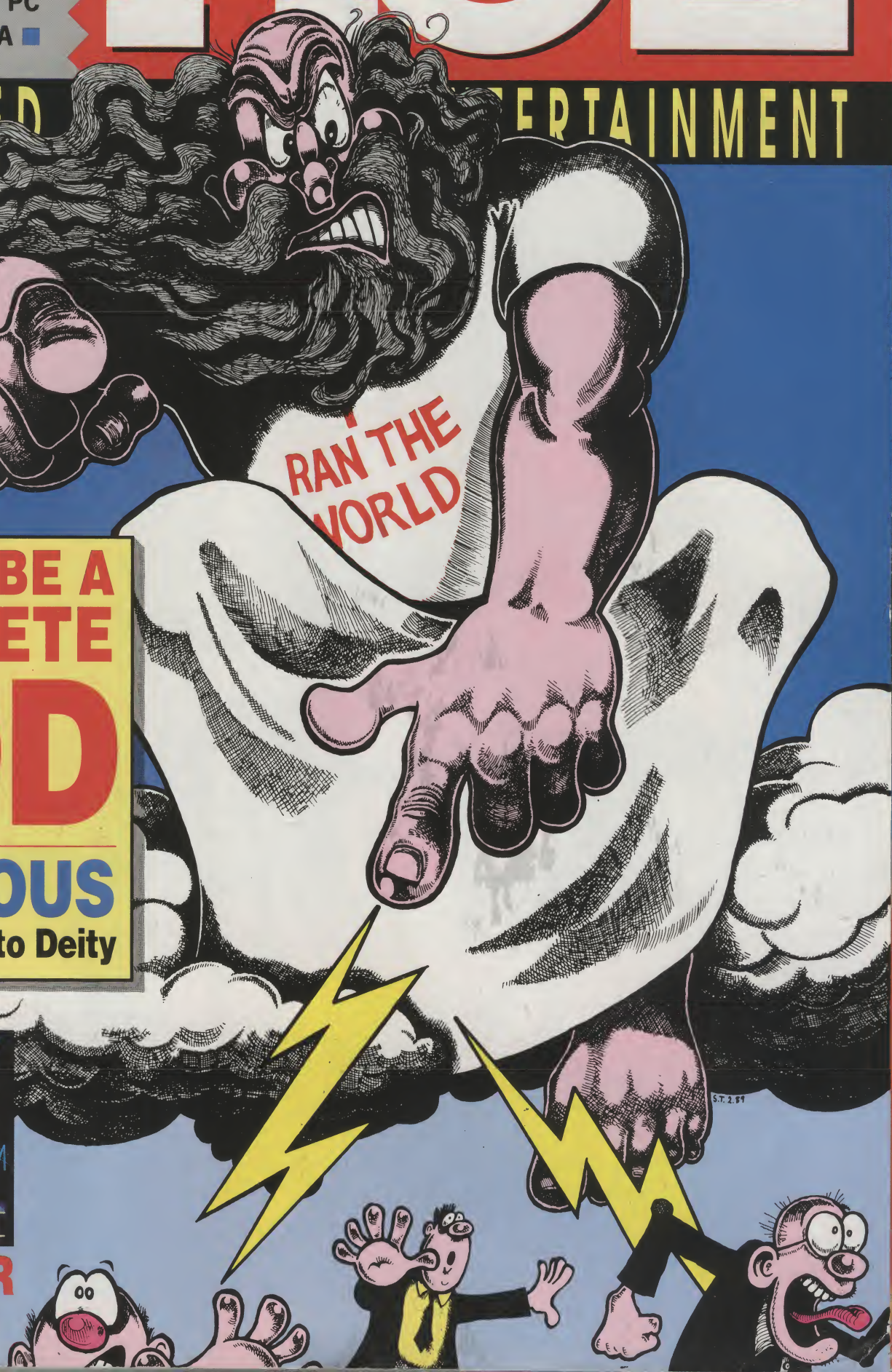
**HOW TO BE A
COMPLETE
GOD**

POPULOUS

The DIY route to Deity



BIT BOPPER
Seeing the light



JOIN THE CR

**The Man
BAD DUDES
ARE TOP HITS!**

Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and Vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress - some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant Ninja - who has a disconcerting habit of suddenly multiplying into an army!



**The Guardian
NO PULSE!**

Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge - PART MAN - PART MACHINE - ALL COP... ROBOCOP



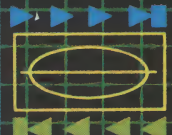
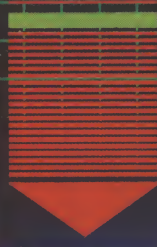
**PART
MAN
PART
MACHINE
ALL
COP
FIRE NOW**



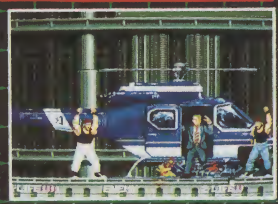
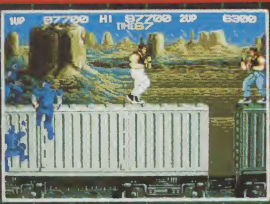
EXPLOSIVE



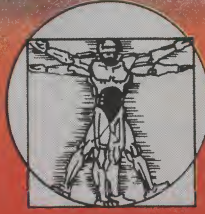
**BAD
DUDES**



**FIRE
HAZARD**



**SPECTRUM
£8.95
AMSTRAD
COMMODORE
£9.95**



**SPECIAL
PACK
WITH
POSTER**
£9.95



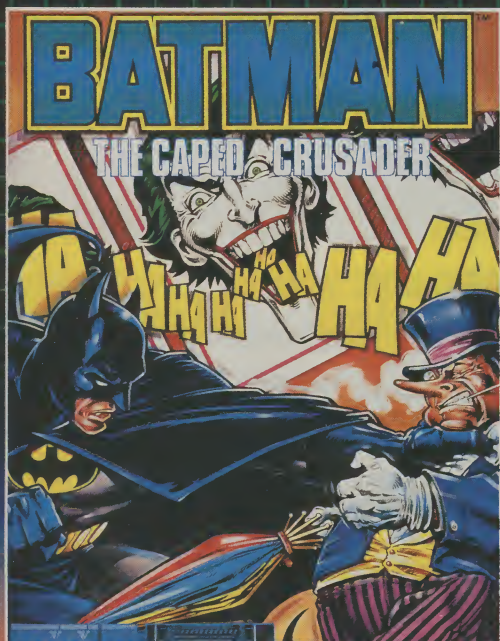
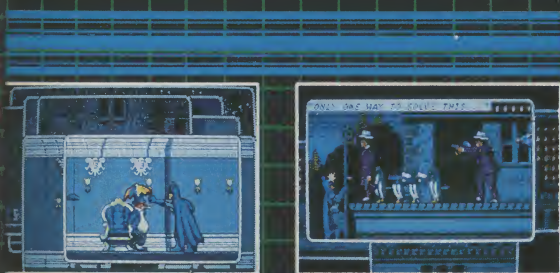
CRITICAL LIST!

PENGUIN GETS THE CHOKER!

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW!

Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all... the Penguin. Save some strength for battles ahead with the dastardly Joker however, or you'll miss the thrilling climax! Cartoon style graphics and animation make for stunning realism with innovative game play for long lasting entertainment.

TM & © DC COMICS INC. 1988. ALL RIGHTS RESERVED.



SPECTRUM
AMSTRAD
COMMODORE

£9.95

Poster
Included



All
available
for...

ATARI ST
£19.95

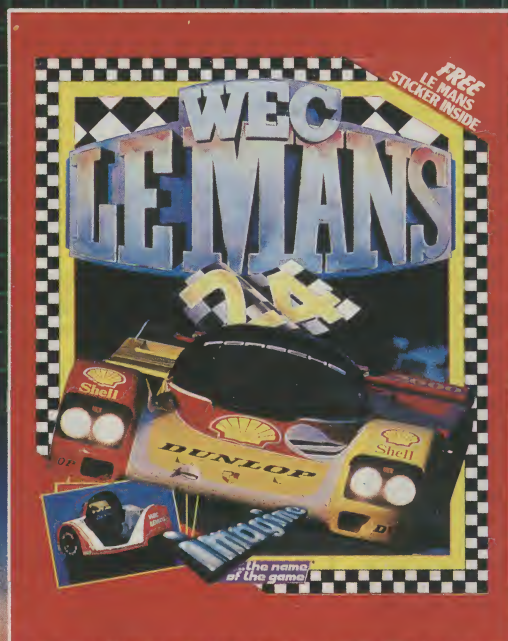
CBM AMIGA
£24.95

MIRACULOUS CRASH VICTIM!

WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



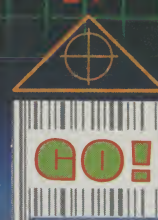
FEEL THE POWER



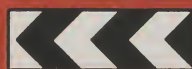
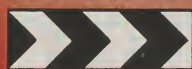
SPECTRUM
AMSTRAD
COMMODORE

£9.95

WEC LE MANS 24



WITH
FREE
LE MANS
STICKER



19



FUTURE PUBLISHING LTD

4 Queen Street
Bath BA1 1EJ
Tel 0225 446034
Fax 0225 446019
Telecom Gold
84:TXT152

Editor

Graeme Kidd

Reviews Editor

Bob Wade

Staff Writers

Steve Jarratt, Andy Smith

Production Editor

Damien Noonan

Consultant Editor

Brian Larkman (Graphics)

Adventure Editor

Steve Cooke

Contributors

Simon N Goodwin,
Tony Takoushi, Zog

Art Editor

Trevor Gilham

Assistant Art Editor

Angela Neal

Production

Diane Tavener
Claire Woodland
Vivien Dean
Naomi Steer
Louise Cockcroft

**Advertisement
Manager**

Simon Stansfield

Advertising Sales

Executive

David Lilley

Publisher

Kevin Cox

Cover by Simon Thorp

SUBSCRIPTIONS

Avon Direct Mail, PO Box 1, Portishead,
Bristol BF20 9EG, 0272 842487

SPECIAL OFFERS

(Christine Stacey) **The Old Barn**,
Somerton, Somerset, TA11 7PY,
0458 74011

COLOUR ORIENTATION

Wessex Reproduction, 325a Wells
Road, Bristol BS4 2PG

DISTRIBUTION

SM Distribution, 6 Leigham Court Road,
Streatham, London SW16 8DX,
01-274 8611/5

PRINTING

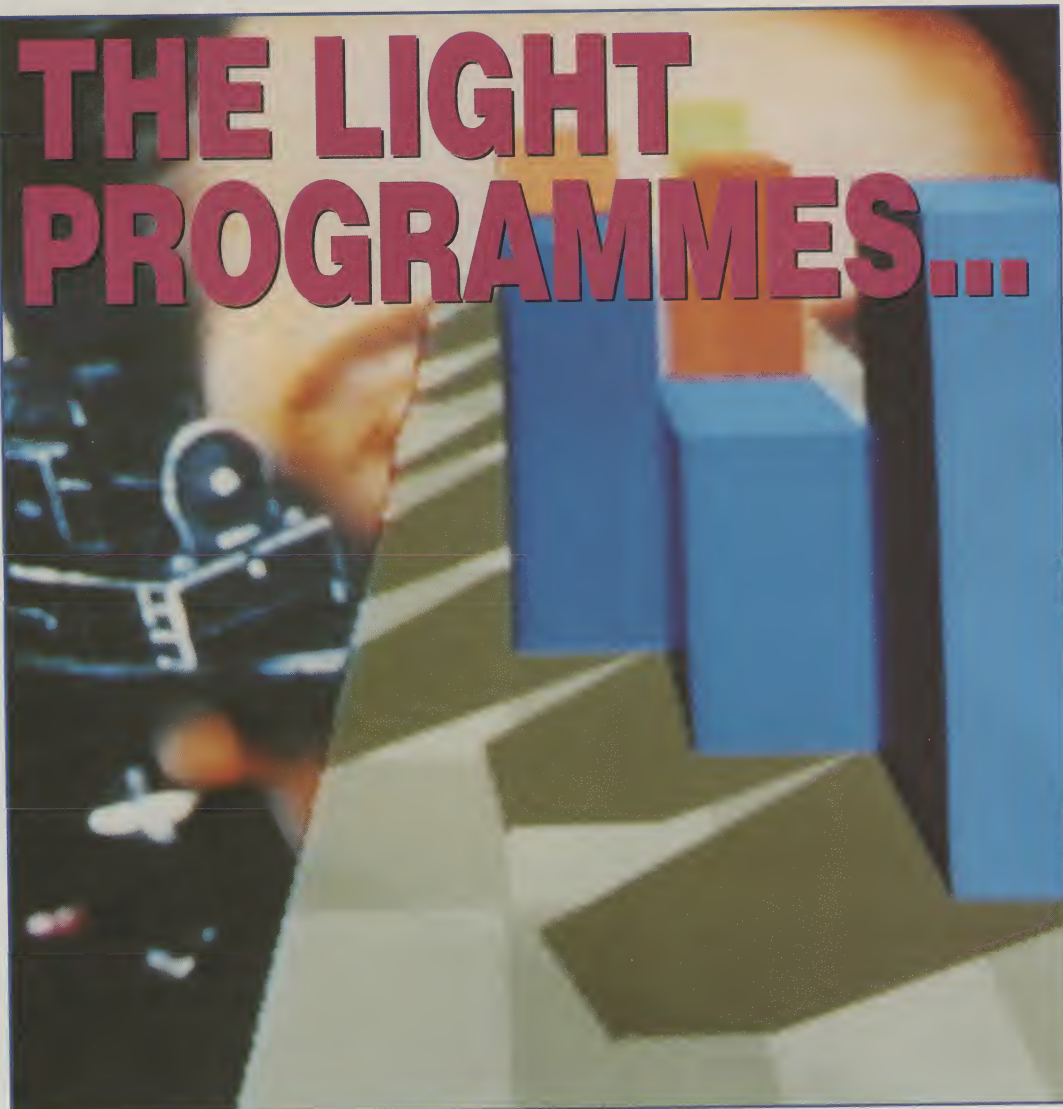
Chase Web Offset, Plymouth

© **FUTURE PUBLISHING LTD**
1989

No part of this publication may be
reproduced in any form with out our
permission.

With thanks to Paranoid Clive for all the inside information.

THE LIGHT PROGRAMMES...



SPECIALS



WALLOWING IN MUDs..... 25

Expert multi-user-gameplayer
Zog ruminates on the possibil-
ities offered by involvement in
online games.

LIGHT ENTERTAINMENT..... 32

What is the *Bit Bopper* and why do you need TWO
Archimedes computers to use it? And who, or what the
heck, is Marek? All the details, in glorious technicolour.

GAMEPLAY

SCREEN TEST.....39

More games than a season in the football league this month,
led from the heavens by *Populous* and featuring the new
statesman game, *Balance of Power 1990*. Then Infocom move
off in a new direction with *Battletech* and another way of going
to war – *Borodino*.



ARCADE ACE.....22

It's showtime again. Arcade Ace Andy Smith gets on the
road with Atari's *Hard Driving* and marvels at other
coinslot wonders.

SCREENTEST SUPPLEMENT.69

Version updates in an at-a-glance guide – check out the
latest arrivals for YOUR machine. Then a quintet of
cheapies go under the microscope, but only three of
them make the grade. Find out which.

TRICKS 'N' TACTICS.....70

Steve Jarratt and friends really go to town this month,
offering up no less than ten pages designed to make an
amateur into a professional gameplayer. Including full
maps of *Rambo III*, *Incredible Shrinking Sphere* and the
complete solution to *Total Eclipse*.

ADVENTURES.....95

Our man with the well-oiled lamp
lights the way through the
tortuous paths offered by Zak
McCracken, and a trio of
games from Sierra Online...



DEAR MUM...

It's really great, now they've got computers at school – learning is now so much fun that I've actually given up trainspotting at the weekends in favour of doing homework. Well, I say it's homework, but the teachers don't actually set it. You see, there's this really neat piece of educational software called Populous in which you get to practice creating worlds, sending earthquakes and manipulating your worshippers, and nearly all of us have taken a copy home – it's a real laugh! Sometimes, I even sneak the computer into the study, use Dad's hotline to the Vatican and phone up Nick's son for a game. Suddenly, being a schoolgod is fun again.

Mind you, wandering around on Earth in my celestial parka and hiding behind a pair of extra thick glasses just so I could collect train numbers was all a bit pointless really. Once I'd got the knack of causing minor weather incidents, like ice on the points, there was no reason to hang around draughty stations at specific times just to note the number of Brush Twos or Peaks. With just a touch of pre-planning, I found I could have a long lie-in on a Saturday morning and then collect all the numbers I wanted with a quick visitation to Paddington station.

Dad caught me at it once, and was really angry, thundering on about cheating and stuff but I did point out that everyone had to practice Acts of God and he seemed to accept my explanation... He still confiscated my pet plague of locusts that I had been keeping in a matchbox under the bed, though. Good job he didn't make my boils erupt again, mind – a couple of Insurance companies down in your end of things nearly went bankrupt last time that happened.

Anyway, Mum, I expect Dad'll be down to see you again soon – I've noticed that he's been fiddling around with that bag of swan feathers in the potting shed lately, and you know what **that** means...

Your loving godson, Zeus Jnr

REGULARS

NEWS.....9

Lots of goodies, including more on the Konix Multi System, early details of the PC Engine CD ROM drive and the first PC CD ROM game from Mirrorsoft/Pergamon Compact Solution. Then there's SAM...

LETTERS.....12

If you've got anything to say, here's the place to say it.

GRAPHICS.....89

Brian Larkman chips away at *Sculpt-Animate 4D* and visits a gallery to view William Latham's exhibition of computer-generated graphic art.

THE BLITTER END.....138

That's all folks! Well, nearly all. Why is a top software house boss riding a plastic motorbike? Find out.

PINKS

There's N'Gar Thrombobo and Nigel from Rigel to give you a chuckle. There's a prize crossword and puzzle to make your head ache and there's the definitive guide to Puzzles, Brain Games and Specials if you're thinking of making a software purchase. But don't blame us if you buy one we recommend and then find yourself unable to go to work or school for the next six months because you're glued to the monitor.

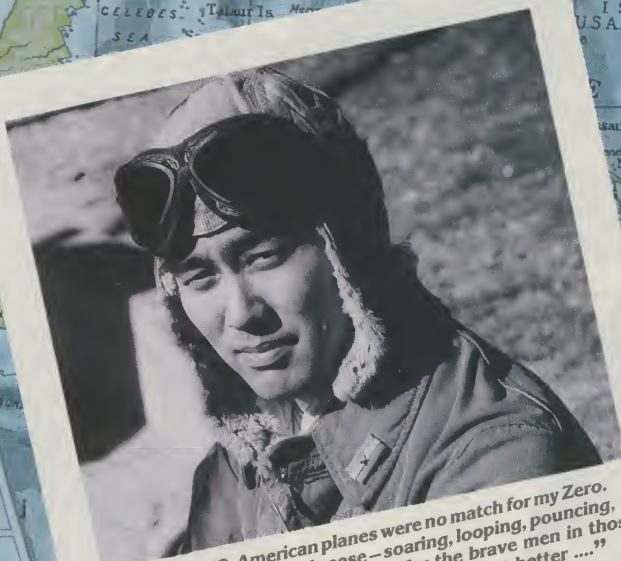
If you look carefully, you may just find the odd competition, and the occasional something that's a little out of the ordinary as well. You have been warned...



CORAL SEA, MIDWAY, SANTA CRUZ ISLANDS RELIVE THE BATTLES THAT

Naval warfare changed dramatically in the first few months of the World War II Pacific theatre. Almost overnight, the balance of power shifted from the huge guns of the battleships to the torpedoes and dive bombs of the carrier-based aircraft. Now, entire battles were fought without the great fleets coming into visual range. It became clear that control of the seas – and the outcome of the war – would belong to the navy with the most effective carrier force. And at the beginning of 1942, the advantage was clearly with Japan.

With the devastating success of the Pearl Harbour strike, Japan's fleet was larger and stronger. Japanese aircraft were swifter and more manoeuvrable. Their pilots were more seasoned. Even their torpedoes were more reliable. But before 1942 was over, the tide in the Pacific war had turned. Four pivotal battles – Coral Sea, Midway, the Santa Cruz Islands, and the Eastern Solomons – spelled the end of the Japanese advance and the beginning of a long retreat. **Battlehawks: 1942** provides a fascinating, challenging, and very exciting pilot's eye perspective of these historic confrontations.



"In early 1942, American planes were no match for my Zero. I was a hawk in a flock of geese – soaring, looping, pouncing, destroying. I was truly saddened for the brave men in those sluggish planes. All too soon, the planes got better"



"My first burst of tracers skimmed the Val's tail. Just as I corrected my aim, he dove. I followed, and my Wildcat's cannons took his plane apart by bits and pieces. Suddenly, he pulled up and bailed through his shattered canopy. Moments later, the Val exploded ..."

**LUCASFILM™
GAMES**



Available on Atari ST, Amiga IBM

- Authentic Japanese and American Planes. F4F Wildcat and A6M Zero fighters. A6M Zero fighters and D3A Val dive bomber. The Fletcher and B5N Kaitor torpedo bomber.
- Exciting graphics and fly-by eye perspective. High resolution digitized planes and ships. True-to-life flight and combat dynamics. Objects scale smoothly through 1500 magnification.
- Success ... rewarded with honour. Rise through the ranks to achieve the congressional Medal of Honor or the Order of the Rising Sun.

ANTA CRUZ, SOLOMONS.. HAT CHANGED HISTORY



● **Objects Manual**
A photo-packed manual, full of archive photographs, a detailed naval air history, colour maps of the battle, tactical tips, gun descriptions, and pilot descriptions.

CASFILM PRESENTS
BATTLEHAWKS 1942



IBM PC £24.99

- Over 30 white knuckle combat missions. Historically accurate situations and strategies. Torpedo, dive bomb, escort and intercept missions plus a dozen training missions to practice flight and combat skills.
- Record the action! Unique instant replay camera can be located to give any view - bird's eye to sea level - providing a record of events even when the action has finished.



Screen shots from IBM PC version.

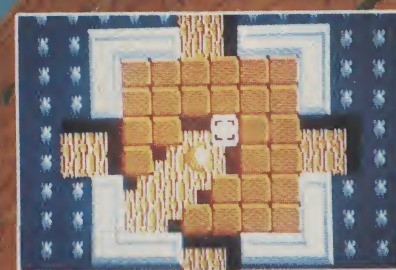
TITAN

ACE
"Very fast and intense."

AMSTRAD
ACTION
"Absolutely stunning, frighteningly
addictive... Titan deserves some
kind of award. It will have you
playing time and time again until
your joystick can take no more."

ST & AMIGA FORMAT
"Astonishing visuals... stunning, super
fast graphics make this one so addictive
your eyes'll turn into spinning
kaleidoscopic squash balls."

AMIGA
ATARI ST
PC
AMSTRAD CPC
SPECTRUM
C 64/128



ACU 20/20
"Titan is downright original...
exceedingly good, it's got that
elusive spark that you never
see in a mass produced
conversion."



TITUS

UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ - PHONE : (0268) 541 126

© 1988 TITUS, TITAN, TITUS AND THE TITUS LOGO ARE REGISTERED TRADE MARKS OF TITUS L.T.D.

After several years of rumours and mutterings about the imminent possibility of CD ROM entertainment software, the new medium for computer games is about to become a reality. Two products have just been launched at different ends of the world, and a new CD standard was recently announced which makes Compact Disk Interactive a more immediate possibility.

In Japan, NEC recently launched a CD ROM drive for the PC Engine as an add-on which costs the equivalent of £300. Already two games are available for the system: *Street Fighter*, a conversion of Capcom's 'traditional' coin-op beat-em-up, and *Noriko*, a text, audio and graphics adventure-type game packed with text that is impenetrable to all but fluent Japanese speakers. And we may yet see the PC Engine in the UK within the next couple of months – Micro Media claims to be on the verge of signing a deal which will allow them to import the Engine and games.

The PC Engine CD ROM could soon dominate the world – at the moment there are probably around 100,000 CD ROM drives in existence connected to IBM PC compatible hardware, but if only half the Japanese Engine owners go for the CD ROM drive, NEC will achieve sales of over half a million units.

CDWARE

On the day we photographed the latest peripheral for the PC Engine, Pergamon Compact Solution and Mirrorsoft launched the first CD ROM game for PC systems running audio CD ROM drives: *Defender of the Crown*. Conceived as a pilot project to polish the methodology of adding full motion-picture quality audio to computer games, the *Defender* project was undertaken in association with Cinemaware who produced the interface software and audio soundtrack.

The gameplay in the CD ROM version of *Defender* has not been altered one jot – deliberately, as the intention was to see how people reacted to having high-quality audio added to an existing game. Jim Mackonochie, Chairman of Mirrorsoft and the man behind its sister company Pergamon Compact Solution which specialises in CD ROM products for the corporate market is unsure how well the latest version of *Defender* will sell: "I didn't want to sit around and do nothing until I had a large installed user base", he explains. But CD ROM is catching on in America – a chain of software retailers, Egghead, has announced that they are stocking CD ROM drives and



PC Engine - *Street fighter*, CD ROM style. There's no full-motion video animation, but the accompanying soundtracks are well impressive.



PC CD ROM - The fanfare in this version of *Defender of the Crown* has to be heard to be believed - full CD quality stereo accompanies the graphics.

The PC Engine slots into a neat carrying case alongside the CD ROM drive. The plastic case is the interface, and the CD drive can be removed and used independently as a portable CD audio player.

are looking for compatible entertainment products.

An EGA PC with an interface card linking it to a CD ROM drive with audio capability is needed to play the latest version of *Defender of the Crown*, but the full soundtrack which includes a narrator speaking in an 'Olde English' accent makes the experience much more cinematic, even though game graphics are identical to the floppy-disk PC version.

IMMINENT INTERACTIVITY

Compact Disc Interactive, which offers the potential for full-motion TV pictures (on part of the the screen at least) in interactive programmes that load from CD is getting a little closer with the announcement of the CD XA standard that allows audio and animation data to be interleaved on a compact disk rather than stored separately.

Next issue we will take a look at the future of CD-based computer entertainment – catching up on all the developments. Stay tuned!

EARLS COURT AND BEYOND



The Konix engineers responsible for most of the Multi System hardware design stand behind Wyn Holloway, who couldn't resist one more go in his rock 'n' roll arcade chair. Left, Chris Green, middle, Wyn Holloway, right Robert Kent.



The prototype arcade chair in all its glory...



...and an artist's impression of the final unit.

In amongst the 'My Little Ponies' and cuddly toys of the Earls Court Toy Fair, Konix unveiled their Multi System console. The occasion was also the first public showing of the rock 'n' roll arcade chair that will be available as an add-on – obviously it was not the final production version but a rather noisy prototype that drew the crowds to the Konix stand.

The hardware and demon-

stration software were warmly received by the toy trade and visiting members of the entertainment software industry alike – on the Monday of the show programmers and publishers were invited to a presentation on the stand. The moving chair was a definite hit – at least one programmer was overheard planning to link it to his ST!

Although the first prototype of the final hardware

didn't make it to the stand at the Toy Fair launch, the Attention To Detail team had completed a quartet of demos which showed off the potential of the console.

According to Konix boss Wyn Holloway, the launch was a major success – ten days after the show closed, interested parties were 'queuing up' outside the Konix HQ in deepest Wales to talk serious business.

THE MULTI SYSTEM DEMONSTRATION SOFTWARE



(Above) An *Afterburner*-style demo in which a jet zooms over rapidly-scrolling landscapes.

(Right) A jokey 'Invaders' type game put together to show the power of the Multi System – digitised heads with wiggly bodies have to be shot from the skies.



(Left) Romping along a river on a jet bike – mind those logs!

(Below) On the road with the Multi System.



The market for starter micros took a kick up the backside with the first public showing of SAM, the new home computer from Miles Gordon Technology. SAM is a 256K micro, priced at £149.95 and built around a 6MHz Z80-B processor. It made its first public appearance at the NARSA electronics show in Blackpool in February, and reaches the shops this summer.

Entry-level machines still sell well, but hardware has been caught in a timewarp since 1982 when the first big-sellers captured the UK software market. A succession of home machines like the Memotech, Dragon, Einstein and Enterprise have come and gone, yet the vintage Spectrum and Commodore 64 still dominate first micro purchases.

Amstrad occasionally finds CPC machines kicking around in warehouses, and sells a few – but the bottom dropped out of the CPC software trade a couple of years ago, entrenching the Spectrum and C64 still further. Remarkable considering how little those machines have developed in the last seven years.

Amstrad has done little with the Spectrum apart from reducing compatibility and bolting on a joblot of tape recorders and cheap disk drives. Commodore has merely changed the 64's box, producing the Edsel-like gesture of the 64C. A redesign, the 64 Plus, was commissioned from Konix brains trust Creative Devices, but did not go into production.

MGT has stepped into this gap with SAM, a modern design that runs Spectrum software but exploits custom widgetry to bring the machine's spec up to date.

SAM VS 8-BIT MICROS

SAM outpaces the 3.55MHz Spectrum with its 6MHz Z80 B processor. Like the Sega console, it has a range of 64 display colours – contrasting with the Spectrum's eight, with 'normal' and 'bright' variants.

The biggest flaw of the Spectrum is its dull display. Gameplay can be as good as 16-bit titles, but after a while every game looks the same because of the restricted palette and 'attribute' grid that leaves developers trapped between Scylla and Charybdis – flickering colours or a monochrome playfield.

The SAM design cures these problems, although games need some conversion to make full use of SAM hardware. Pixel resolution can be twice as high as on the Spectrum, and attributes are optional – if you must, you can use

SAM GOES PUBLIC

all 64 colours in one character-space.

Even if you just load a standard 48K ZX cassette game, SAM can refresh your jaded eyeballs. All 16 Spectrum colours and shades can be independently translated to palette colours, which should make it easier to tell the shots from the sprites in many games.

Sound effects are routed either through the TV or through stereo Walkman headphones. SAM has a six-channel stereo sound chip, rather than the three-channel mono AY-8910 of the ST and Spectrum 128 (details of SAM's SAA-1099 are in the Maplin Electronics catalogue). The feeble Spectrum 'BEEP' is still supported, for compatibility with old software.

SAM's ROM includes a block-structured BASIC interpreter and a 'swapper' which lets you access disks and use up to four programs at one time.

SAM VS 16-BIT MICROS

The basic model of SAM is half the price of the Atari ST, but it comes close to the same price when you expand the memory to 512K and add a 780K disk drive. When it comes to graphics and sheer processing power the Atari is still way ahead.

SAM does have a built-in network, potentially useful for games as well as education. You can plug all sorts of cheap Spectrum peripherals into SAM's expansion connector, while the ST limits you to built-in interfaces and a 64K cartridge port. Besides the main expansion port, SAM has sockets for a mouse, joystick, light-pen or gun,

printer, cassette, headphones and MIDI musical instruments.

There's space for one or two 780K 3.5 inch disk drives, based on MGT's existing Spectrum add-ons, three times faster than Amstrad drives. Disks slot into the front of SAM, under the keyboard; this is more sensible than the ST or Amiga arrangement, which puts a single drive at the side of the computer.

SOFTWARE - OLD AND NEW

The main point in SAM's favour is its Spectrum compatibility, which means that a vast range of commercial games is available, at half to a fifth of the price of 16-bit titles.

It remains to be seen what price software houses will set for programs that use SAM's special features. With its extra memory and processing power, SAM should be an attractive machine for people developing new Spectrum software. It should not be hard to produce a souped up SAM version of a title once the Spectrum code is working.

MGT have a 16-channel MIDI package in the works. This sequencer started life on the 128K Spectrum but author Steve Turner ran out of memory and processor power before he'd finished. SAM should encourage other programmers to dust off software that became too ambitious for the Spectrum.

SAM is unlikely to give Amstrad or Atari much cause for concern, but it should draw new users into the hobby, and that's good news for everyone in the long term.



The NARSA Show - SAM surfaced up North, rather than at Which Computer or some other mainstream show, because the NARSA Show fitted MGT's development timetable and provided an audience suitably impressed by SAM's price and ingenious hardware.

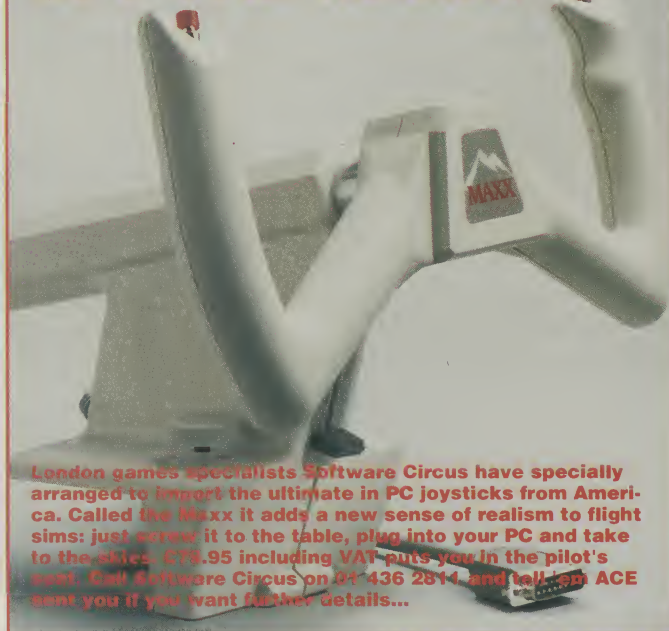
It's an annual event, organised by 57 amateur radio, electronics and computing clubs in the North of England. It's a big show, with over 100 stands in two halls and two annexes - even then some traders had to be turned away because of lack of space. About 5,000 people attended and the halls were packed solid until late in the day, when these pictures were taken.

The show started life 27 years ago, as one of the many 'Radio Rallies' where wireless enthusiasts exchanged valves, aerials, and suchlike. Nowadays there's a roaring trade in computers, interfaces and disk drives as well as other electronics. Prices can be stunningly low - just £10 for a working, populated PC or MSX mother-board - but boxes, power supplies and keyboards are extra, and it's unusual to get any documentation...



SAM - the first finished computer.

GET THE MAXX?



London games specialists Software Circus have specially arranged to import the ultimate in PC joysticks from America. Called the Maxx it adds a new sense of realism to flight sims: just arrow it to the table, plug into your PC and take to the skies. £79.95 including VAT puts you in the pilot's seat. Call Software Circus on 01 436 2814 and tell 'em ACE sent you if you want further details...

GIRLS JUST WANT TO HAVE FUN...

OASIS IN THE DESERT OF ISOLATION

In reply to Mandy Flower's letter in the March issue, indeed there are more of us women computer users than many people would think – we are just a bit more difficult to find than the men.

A look at the gender of reviewers in magazines will reveal that we exist in small amount at that level, but as users we are often hidden under that barrage of spotty 14 year old boys that dominates the scene. But, to paraphrase a hero of mine, Never Fear, OASIS is here. OASIS is the Organisation Against Sexism In Software, and is a newly-formed group that is open to both men and women but takes women as its starting point.

The group is not a lot of budding Mary Whitehouses out to stop people having fun, though it does want women to get a fair deal from this industry. OASIS is a forum for discussion for its members, primarily through a newsletter, and also serves as a source of information for women who may feel isolated as users.

So, Mandy and all the people out there who are interested, write to OASIS for more information. The only way we can stop feeling isolated is to let people know we are here!

Sandra Vogel
OASIS
3 Alden Court
Stanley Road
Wimbledon
LONDON SW19 8RD

SEXIST SOFTWARE SOLUTION?

There is no definite reason for the male domination found in the world of computers.

Personally, I think that a major factor must be the fact that females are not encouraged to use computers at an early age as much as males. For instance, take the kind of leisure software on the market: shoot-em-ups, save the helpless princess from the ravenous dragon, war simulator... and so on. I really can't see how much of that would be attractive to the average female. But it's not all bad. Some software does appeal to both sexes, even though a lot of it is biased towards males.

If this bias exists, then why don't software houses market more in the way of 'female only' software?

For instance, I remember

reading about a program available only in America that allowed an on-screen doll to be dressed in a range of clothes, hair styles and so on, but I remember reading that the company involved had no plans to sell the program in the UK as they didn't think they would achieve worthwhile sales.

A chicken and egg situation exists. Software will mainly be targeted towards the male, and females will have less to attract them into using computers. The only solution would be for a major software house to think of some good 'female' programs and advertise them in magazines that the girl, or woman, would read.

But that would never happen... would it?

David Carter
Woking, Surrey

True, much of the existing games software is itself sexist and is marketed in a sexist manner – but unless careful thought is applied to designing games that 'appeal' to girls, all you'd end up with is software that reinforces current sex-stereotyping. Operation Wolf or Rambo games propagate the macho male stereotype, and doll-dressing simulators do the same for female sexist stereotypes. Which doesn't go very far towards solving problems.

The nature of entertainment software is a function of the sexist attitudes of society itself, which influences the people who make the games and the people who buy them. Chibbling away at sexist advertisements in the computer press or making noises about sexist games that exploit people and their bodies is a start, but more fundamental changes need to be effected if women are to be attracted to computing – either on the entertainment or serious side.

An awful lot of women are familiar with computers – owing to the way society generally perceives women's role in the order of things, most wordprocessor operators are female. True, there are female programmers too, and the work of companies such as F International, which specialises in contract programming undertaken by female programmers working from home on a Teleworking basis, does allow women to fit computers in with their lifestyles.

And remember, Paula Byrne is at the helm of one of this country's largest software publishers: Telecomsoft.

Equality of opportunity in the world of computing is not going to be easy to achieve, even with the worthy efforts of groups such as OASIS. But it is well worth everyone trying. There's a massive, untapped market of female customers out there for a start... Let's hear from software publishers – and from more of our female readers on this matter.

Meanwhile, over to another female with a computer-related problem...

SUBSCRIBER BLUES



I would like to congratulate you on your excellent magazine which I have never read.

How does she know it is so good then? I hear you ask. Well, it must be. What else would stop all communication between my boyfriend and I as soon as he lays his hands on a copy?

Now it looks as though I am in for a very lonely year because he has just written to you for a subscription. I don't suppose you would consider shortening your October issue, as I would like some of his attention for my Birthday.

Come to think of it, if I remember correctly, he did speak to me one day the other week – he said something like 'let me try it once more' when his Aliens tape wouldn't load.

Ah well, isn't there a saying: If you can't beat them, then join them...

Sarah Scott, ACE Widow
Chiswick

There certainly is Sarah. As luck would have it, these pages are being produced on Valentine's Day (aaah!) and seeing as communication between couples is essential in a relationship, it now looks as if you are going to have to get involved with your fella on the computer gaming side of life. I'm awarding you £50 worth of software which you can run on 'his' machine – maybe you'd like to write to OASIS for a bit of advice on what to choose before you start chatting to your partner about the final selection of games that you will soon be playing together, as a couple.

FOUR THINGS YOU NEVER KNEW ABOUT YOUR ST or AMIGA



1) On the new STs, the mouse and joystick ports are awkwardly positioned underneath the

console. To get over this problem, simply keep your computer upside-down.

2) Want to make pirate copies of games, but frightened of being caught? There is a solution! Firstly, buy the original game and make a copy of it. Take the label off the original and put it on the copy. Flush the original down the toilet, and keep the copy in its box. Voila! A pirate copy that is indistinguishable from the original.

3) Floppy disks aren't very nice to eat. So if you do eat one, make sure you put lots of tangy tomato ketchup on it first.

4) If an adventure program confuses you, why not even the score? Simply type in "X2ZZJ3". The program won't have an answer for that. One-all, I think!

Stephen Meek
South Humberside

Er, yes. Imagine our surprise when we received this letter in the office... Here's £25 worth of games, Stephen.

GK

SLIPPED HIS DISC(O)

I have an idea, based on research, which I would like to thrash out with you.

Problem: cassette-based software usually retails for around £10 or less, but the equivalent disk package may sell for more than the price of the cassette version and the cost of the disk added together.

Solution: locate licensed disk copying facilities at retail outlets, so the purchaser can buy a legal copy of the software and put it onto a disk of his own. By this arrangement, everyone seems to win: the producer can sell software at a lower price yet still make the same profit; the retailer doesn't have to worry about keeping stocks yet can offer all titles immediately; and the buyer is happy because the software is cheaper, yet the producer can maintain quality as he is getting the same revenue as usual.

The only drawbacks that I can see are that mail order companies are not catered for and that the risk of pirating might be increased. But mail order companies should have as much opportunity as retailers of opening their own licensed copying centres. Secondly, if the copying outlets

Another month, another collection of views and opinion and another £100 worth of software given away. It's been shared out a bit this time, but if you fancy having a go at doing the ton solo, put printer or pen to paper and send a missive to our Editor at: **ACE LETTERS, THE EDITOR, 4 QUEEN STREET, BATH BA1 1EJ.**

supplied a bond of assurance as proof of purchase and only transferred protected files using equipment similar to that used by software houses at the moment, there appears to be no real problem.

I'd be interested to read comments on this subject, including those from the software houses who will no doubt say the initial idea cannot be financially viable.

Peter Harper
Barnsley

Neat idea, but it has been tried before and didn't work too well. Two separate companies had a go at installing just such a software duplicating system for cassette games a few years ago – Mikro-Gen had a machine in their shop, for instance. It never really caught on, partly because retailers didn't want to spend time duplicating games on a busy Saturday morning. Shops still had to keep stocks of the inlays and packaging for games, so in the end they didn't really benefit.

One company, however, provided a useful service for Amstrad owners with disk machines – Ambyte would make up pick 'n' mix disk compilations, and only charged the cassette price for each game providing a customer bought at least two games with each order. There are whispers that Ambyte may be starting up again, so CPC owners with disk drives might want to keep an eye out...

VIOLENT DEBATE



Why is it that a small group of 'do gooders' suddenly think that computer games are bad for us,

and lead to aggressive anti-social activities?

I have played computer games for five years, during which time I've seen countless shoot-em-ups, hack-em-ups and adventures, none of which have led me to become a mad, knife-wielding Ninja from Middle Earth. I can't understand them, where can the link between games and real violence possibly be? It has to be said, that out of the millions of games players in the world, there will inevitably be a few who are

missing a byte, but this minority should not be used to curtail the fun of the vast majority.

If the games manufacturers don't join together and make a stand, they'll have restrictions slapped on them before they know what's happening. It's not even as if these meddling fools could do anything anyway – there are networks of pirates in the games world, and these would thrive if censorship were introduced. Banned games, or restricted games, would still reach those who weren't supposed to have them.

It should be left up to the programming houses and the public to exercise self-censorship – after all, no-one forces us to buy any particular gruesome game.

Adam Morely
Stoneygate, Leicester

Mr Morely makes several sensible points about the practicality of censorship which earn him £25 worth of software. Anyone out there fancy providing a well-argued case for censorship? After that convincing thumbs-

down to censorship, let's hear from a parent...

Computer and arcade games violent? WHAT RUBBISH!

I am the mother of a 12-year-old computer and arcade game fanatic, and he hasn't changed into a little Rambo. He's quite normal, just like all his game-playing friends. Kids aren't stupid – they know the difference between pushing a few buttons to destroy an image on the screen and loading a real rifle and shooting someone.

These people who seem to know everything are so sanctimonious. I bet when they were kids, they didn't go and shoot real indians after playing cowboys and indians. They must have forgotten what it is like to be young and enjoying an adventure or fantasy game.

Maybe if there weren't games like Rambo and Operation Wolf for kids to have a good shoot out, there might be more violence on the streets...

Mrs Bryer
Croydon

NEXT MONTH

Issue 20 is the one to watch out for – it arrives in the shops on 6th April, and there's a cassette on the cover. Not an ordinary 8-bit game or playable demo though, but a real treat for the ears.

Our music coverage resumes as Jon Bates tunes up with an audio demo that backs up the start of a whole new way of looking at music and computers.

And the future is nearly upon us. Check out the latest developments on CDI, CD ROM and other interactive entertainment media. We speak to the experts.

Getting into Roles – Steve Cooke spends a week locked away in an isolated location in Cornwall. How does he keep sane? By engaging in Role Playing games on a multitude of machines. Check his definitive guide to the genre.

Doing Battle: Andy Smith catches up with wargames, while Zog and others ruminate on the possibilities for military simulations...

A
C
E
.
L
E
T
T
E
R
S

ADVANCED COMPUTER ENTERTAINMENT

ACE ON THE ROAD AT MAELSTROM...

Mike Singleton has been writing games for some long while now, but the urge to publish them himself has never really gripped him. A couple of years ago, he set up Maelstrom with Hugh Batteredbury and Malcolm Hellom, primarily as a development house to write software, but not ruling out completely the concept of publishing as well. Fairly soon, though, it became clear that an international perspective and considerable resources were needed to publish games successfully, so Maelstrom decided to concentrate on developing software and leave marketing and sales in the hands of publishers.

The most recent product to come out of the Maelstrom stable is *War In Middle Earth* – Melbourne House asked Mike and his team to provide the 8-bit versions. Gameplay is completely different to the 16-bit implementation. Obviously there wasn't room for the detailed character-level graphics on humbler 8-bit computers, but Mike Singleton decided that it would make more sense if the player couldn't see the location of Sauron's forces: "If you think about it," he explains, "the 8-bit versions are more realistic – in the book, Bilbo had an idea where armies of Orcs would be located but didn't know for certain until his party

encountered the enemy."

Future projects are still under wraps in Maelstrom's Wirral HQ, but a couple of major games are well under way, including *Star Lord*. We can't let you know more than the title and the fact that up to 30 players, human or computer, will be able to join the fun. Look out for further details in a few months' time – from what we've seen, it'll

be well impressive.

Mike has been working on 3D routines, but without a specific game scenario in mind, and a couple of neat demos are waiting to be incorporated into a future title. He's mastered a method of producing filled 3D shapes and whizzing them round the screen which includes 'the headlight effect' – objects are lit as if they were appearing in the path of a car's headlights, so as they get 'closer' to the player, they are better illuminated. Then there's a high-speed demo of a filled 3D landscape which is waiting for a game scenario, and a game which might be described as the evolution of *Lords of Midnight* onto the ST and Amiga. More news of them, as and when the publishing companies Maelstrom is working for allow us to mention details...

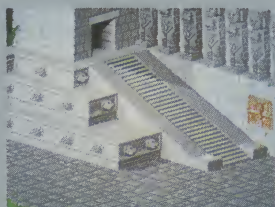


Maelstrom's *War In Middle Earth* 8-bit programmers. On the left, Chris Pink who did the code for the Spectrum and Amstrad version and helped Paul Rowbotham on the graphics. On the right, Mike Lyons, for whom the C64 *War In Middle Earth* was the first major coding project. Andrew Elkerton was the graphics man on the C64.

...AND AT GREMLIN

For the last two years (minus a three-month break), Gremlin's in-house programmers have been beavering away on their latest 16-bit product, *Ramrod*. And although resemblances to *Robocop* are strong, the sprite was on the drawing board well before Peter Weller's mutilated character appeared on the silver screen.

Set over four vertically-scrolling 'tech' levels (Low-tech, high-tech, Aztec, plus one undecided) the player's mission



(Left) Part of the unfinished Aztec level, which utilises authentic temple and statue designs. (Right) A selection of Ramrod's 140-odd animation frames.



is to keep Ramrod from becoming bored. This is ensured by wandering around the landscape playing computer games – what else? – drinking

Pepsi, playing music, blasting aliens and many similar wheezes. Contact with arcade consoles brings up a sub-game, which, Gremlin hopes, can be tied into some big-name companies such as Sega. Completing all the sub-games on one level sees Ramrod board a mini-sub for transport to the next.

For any statistics freaks out there, the game runs off 450K of source code with over 1Meg of graphic data (not counting 128K for each of the four sub-games), and Ramrod himself has over 140 frames of animation.

Ramrod will surface first on the ST, with an Amiga version hot on its heels.



Ramrod stands overlooking the Low-tech landscape. Note the loudspeakers for playing music, and the Juggler demo sprite near the bottom of the screen.

INTELLIGENT PLAYERS

Mike and his partners at Maelstrom are very keen to develop the personality element behind computer-controlled players. Not for them the mindless blasting of a shoot-em-up, no matter how slickly-coded. Mike explains his view of computer gaming: "In principle, I think it is much more satisfying when you play real people – what's the fun in beating a computer? Much of the time, all you're doing is playing against an algorithm and you're frustrated until you beat it, then you get bored." Pete Barnett, Production Manager and *Archon* freak chips in... "Computer chess is no fun, unless you want to improve your game. You're fairly certain that the computer is going to win when you start, so what's the fun? Even if you do defeat the computer, you're denied the satisfaction of sitting there for half an hour and taking the mickey out of the loser." The Maelstrom team are working hard to develop personality elements behind computer players – "computer-generated players should play like people, not like a chess computer," Pete continues, "now an artificial chess player on computer that played like a person would lead to a more enjoyable game."

So shoot-em-ups are out of the future product portfolio. What about Dungeons and Dragons type games? "They don't turn me on at all," Mike says, "because you can never win." Strategy underlies all Maelstrom games, but as Mike explains, "Our games don't really fit into any category, mainly because we don't like doing the same thing twice. 'Strategy without tears' is probably our game design motto – getting the computer to take care of dynamic elements in game, elements that you simply couldn't put into a game based on dice and cardboard counters." Like the planetary orbits in *Star Lord* perhaps... oops, can't say that! ●

RAFFLES

ENTER THE ILLUSION!



**ATARI ST
AMIGA**

ENTER THE ILLUSION!

Get lost in a house... a house more real than anything you've experienced on a computer before. Lured in by its owner, you must find every gem hidden within its walls before it will release you. But beware! There are real traps, genetically enhanced monster-mice, and a puzzle in every room that will keep you glued to this game for months to come. So be warned! Featuring the most realistic portrayal of a house ever, using the revolutionary 'World Maker' technique to allow you to pick up, move and use virtually every object you find!

The Edge, 36/38 Southampton Street, London WC2, England

**SPECTRUM
AMSTRAD
C64**



**THE
EDGE**



Actual screenshots from Atari ST version

INTERPHASE YOUR IMAGINATION YOUR

Come with us now on a journey into the depths of imagination, to places where only the mind can go. A world where the lines between reality and fantasy blur until they are indistinguishable. This is the world of *Interphase*, the Imageworks game that has amazed everyone who has seen it with its outstandingly fast solid 3D graphics.

Back in Issue 12 we had our first look at the early graphics for the game, then titled *Mainframe*. Since then programmer Adrian Stephens has taken his impressive graphic routines and used them to create a game.

Because the game is so abstract in appearance, an important part of understanding what is going on is the accompanying storyline. The novella isn't finished, but has all the elements to make a great film. It revolves around 'dream tracks' - recordings of brain patterns during intense daydreams. These tracks can then be played back to other people, and they will experience the events as if they were real. There are even portable versions to plug into - like a sort of 'Dreamman'.

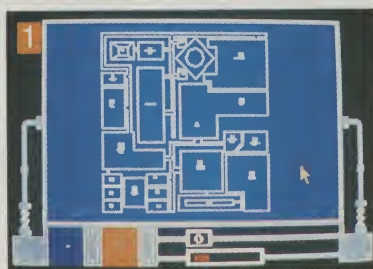
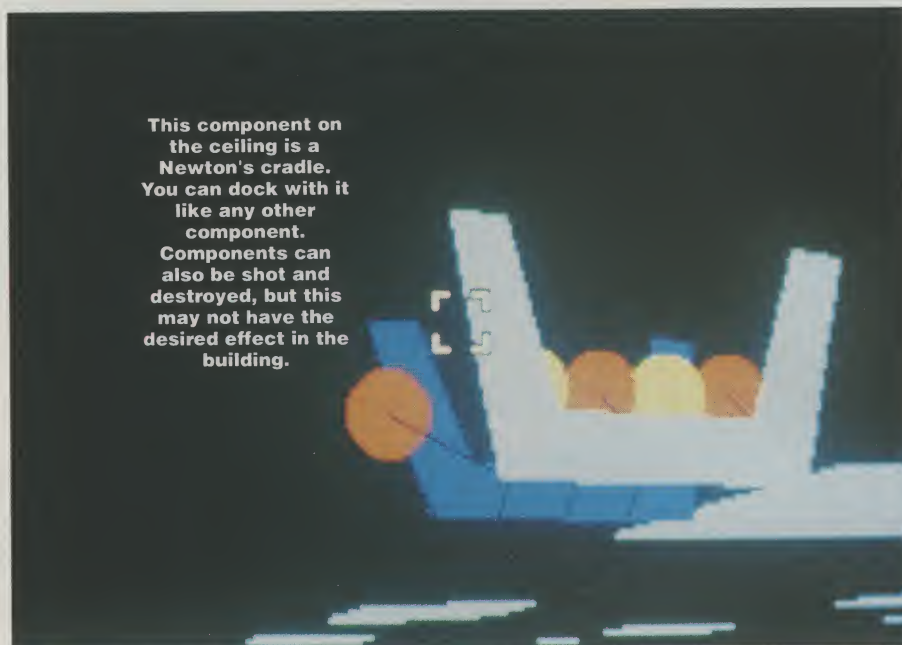
The problem with these devices is that the experiences are so real they are addictive. They are also being used for subliminal advertising. One of the kids who has been trained since birth to record the tracks, realises this and tries to do something about it.

Events culminate with him operating a

two-way dream track unit. Using it he can interact with the computer in the building where the tracks are broadcast from. He's trying to guide an accomplice through the building's defence systems. She has to retrieve his last ever dream track recording, which will otherwise cause chaos all over the world... ●



The pod at the bottom of the screen has released the fighter in the foreground. The fighter is in fact akin to a computer virus-killer - and guess who's the virus in this computer! If they prove troublesome you can shoot them - resulting in the explosion of yellow spheres filling the view.

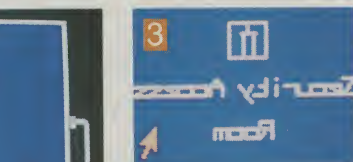


1. This is a blueprint of part of the building and its defence systems. The accomplice in the building will tell you where she needs help.



2. Zooming in reveals more detail but closer examination still is required.

5. There's the component floating up in the top left of the screen. So how can it be got into position?



3. Clicking on the security access room icon will reveal the corresponding component that appears in the game. You can now leave the blueprint and try to find the component.



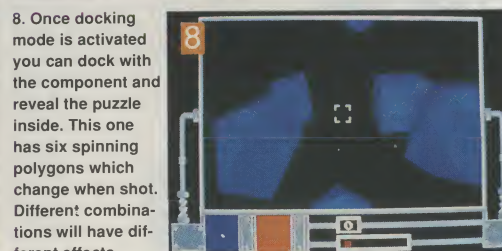
4. This is where the component belongs, but the fact that it is only in outline form means you will have to go find the component itself.



6. Activate the tractor beam and the component can be dragged to the correct site.



7. Position the component correctly inside its outline and when the beam is released it will slide into place.



8. Once docking mode is activated you can dock with the component and reveal the puzzle inside. This one has six spinning polygons which change when shot. Different combinations will have different effects.

Ballistix



BALLISTIX Its a whole new ball game!

Sick of silly old soccer? Tired of pathetic pinball? Then you need a dose of *Ballistix* - the fastest, wackiest, toughest ball game yet to appear on a computer. *Ballistix* just explodes with excitement, puzzles and an amazing **130 different screens** of frenetic action.

The aim of the game is simple; score more goals than your opponent to win the match. Doing it is a different matter as **splitters** fill the screen with dozens of balls, **tunnels** hide them from view, **bumpers** bounce balls all over the show, fiendish **red arrows** speed them up to almost impossible velocity, **magnets** pull them away from your control, and much, much more.

Ballistix is incredibly flexible, too. You can play against the computer or another player, set the speed if you can't stand the pace, define where the balls are fired and their velocity, rack up bonuses that will get you extra goals and then, at the end of an exhausting game, set your name in pride of place on the high-score table. And it's all played to the accompaniment of a throbbing sound-track and a crowd that applauds your every goal.

Ballistix is definitely not a game for wimps. It's tough, fast, challenging and incredibly competitive - in fact, it's just the kind of game you like.

Two joysticks required for two-player game

ATARI ST/AMIGA - £19.95

Screen shots taken from the Amiga version.

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-207 0825



PSYGNOSIS

3D POOL ● Firebird

Continuing the current trend for green baize sports, Firebird have produced a 3D pool simulation, due to be released on all formats – Archimedes, BBC Electron and MSX included.

Rather than the staid old overhead display, the table and balls move in true perspective allowing players to take shots from any natural viewpoint.

The package features a knock-out tournament in which the final opponent faced is the European Pool Champion, 'Maltese' Joe Barbara. Anyone who fancies taking a crack at the Malteser will have to wait until mid-April.



Archimedes – Pool with a fresh perspective. The display should be identical to the ST and Amiga versions.

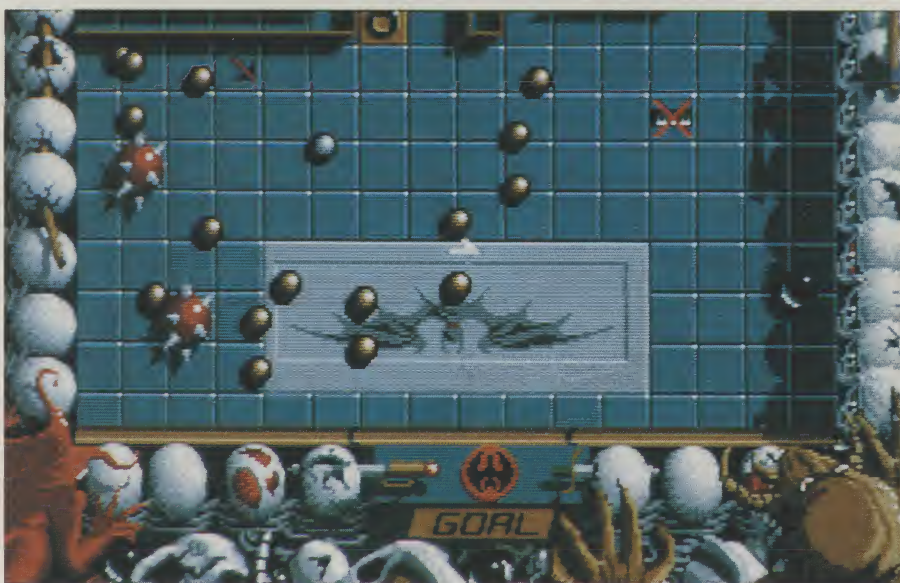


Vindicators on the Atari ST, with (inset) a glance at the Amstrad version too.

VINDICATORS ● Tengen

Domark's subsidiary label, Tengen, which deals exclusively with Atari coin-op conversions, is all ready to kick off with its first release, *Vindicators*. The game is due for an all-formats release with a PC version to follow.

APRIL SHOWER

**BALLISTIX ● Psygnosis**

Just when it looked as if *Speedball* had the monopoly on high-speed ball games, along comes *Ballistix* from Psygnosis to try to redress the balance. Boasting fully user-definable game features, exhilarating gameplay and over 130 different pitches it sounds like one for Amiga and ST owners to watch out for.

(Left) Ballistix, a whole new ball game.

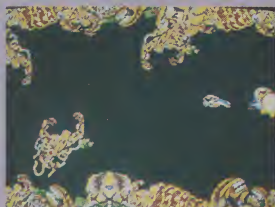
THE REAL GHOSTBUSTERS

● Activision

You've seen the cartoon, played with the toys and wondered what happened to Dan Aykroyd in the process. Now, thanks to Activision, you too can be one of the Real Ghostbusters. Get slimed soon!



COMING SOON FROM ACTIVISION
Amiga versions of *R-Type*, *SDI* and *Afterburner*. **STAY TUNED.**



PAPERBOY AND GHOSTS 'N' GOBLINS

● Elite

After a quiet couple of months, Elite are set to burst back onto the market with 16-bit versions of their best-selling 8-bit games, *Paperboy* and *Ghosts 'n' Goblins*. Both games are set to appear over the next month or so – expect full reviews soon. From what we've seen, fans of either coin-op are in for a pleasant surprise.



One of two action-packed conversions coming from Elite: *Ghosts 'n' Goblins*.

FORGOTTEN WORLDS AND VIGILANTE

● Capcom

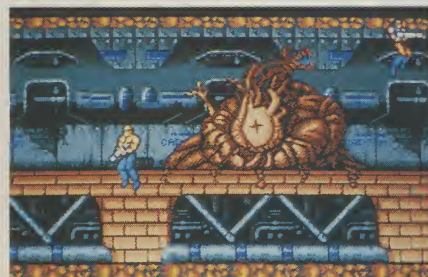
US Gold's Capcom label continues its assault on the Japanese coin-ops with *Forgotten Worlds* and *Vigilante*.

Forgotten Worlds lets two players work as a team, battling across an assortment of weird and wonderful scenery, letting rip with heavy-duty firepower purchased along the way.

The Oriental combat theme gets another lease of life with *Vigilante*, where a heart-broken martial arts expert risks life and limb crossing the seedier parts of New York to rescue his beloved.

Released on all formats, *Vigilante* should be ready for a full review next issue, with *Forgotten Worlds* to follow sometime in April.

Forgotten Worlds – Two forgotten heroes search for something to blast.



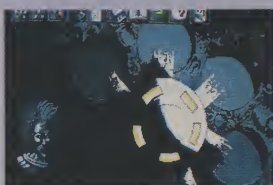
Vigilante – A dispute breaks out over the price of an ice cream?



MILLENNIUM 2.2

Last time a big asteroid hit the Earth it wiped out the dinosaurs. In the year 2200 one arrives with the human race's name on it. All that survives is a colony of 100 people on the moon. Not a very promising position to have to face as the colony leader. From just this one base you've got to colonise the solar system and survive all the dangers that a hostile universe can throw at you.

In order to expand the colony there are seven areas of the base that need to be used – research, production, energy, resources, defence, flight bay and life support. The purpose



ST – The life support unit sprouts podules to house the increasing population. The hairy chap in the bottom left is a mutant created to inhabit hostile planets.

of each is self explanatory but the important thing is the interaction between sections and the ever-increasing detail that is revealed as you get into the game.

For instance, the research department will start off being able to do only simple projects, but as the game progresses more and more complex and time-consuming bits of equipment become available. To build with these you need more and



ST – The moon base is bigger than any of the other colonies you can build. The icon menu at the top allows access to all sorts of information on planets, ships, colonies, the solar system and what's going on.

more resources, and the energy to operate them. Resources are limited and so other colonies must produce them for some building projects. You'll even have to go and mine asteroids.

Of course you aren't going to be left in peace to explore the solar system. Disasters will strike and threats will materialise. The defence screens provide solid 3D shoot-em-up action that will have you panicking to act fast.

Whatever the setbacks you have to persevere or the human race

will die out. As it is there are some unpleasant mutations to be made in order to colonise inhospitable worlds.

The beauty of the game is that just when it seems there's nothing more to discover, something happens that changes everything. Nearly all the action is icon controlled and accompanied by some moody and attractive graphic scenes.

Just one more thing to remember, something no self-respecting space colonist should forget – FOMM.

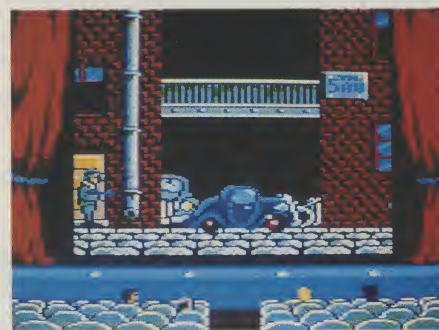


ST – The energy unit adds on solar panels as more powerful generators are researched and built.

CHICAGO 30'S ● US Gold

Take a trip back in time to the Chicago of 1930, where the ruling force is the mob and prohibition is in force. Detective Eliot is on the trail of illegal booze and runs the gauntlet of gangsters who come out of the woodwork to take pot shots at the dick.

Programmed by Spanish software house Toposoft, *Chicago 30's* is to be available soon on the US Gold label for the Amstrad, C64, Spectrum, ST and MSX.



THE AMAZING AMIGA . . .

COMMODORE AMIGA 500



Pack Includes:

A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1.3, Basic, Extras and Manuals.

PLUS POSTRONIX BONUS PACK

WORTH OVER £250 which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint.

£399.00 + £5.00 post and packing

AMIGA 500 PLUS DISK DRIVE

Instruction Manuals, Extra Disk, Workbench 1.3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse **PLUS** additional Amiga Compatible Disk Drive and 10 Blank Disks.

£449.00 + £5.00 post and packing.

AMIGA 500 + 1084S STEREO/ COLOUR MONITOR

(including the Amiga 500 deal) **£649.00**
+ £10.00 post and packing



MPS 1200P

MPS 1200P

The Commodore MPS1200P printer presents the state of the art in dot matrix printers, with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer, or with the flip of a switch, it can act just like an IBM Graphics Printer with IBM Group II-I character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

MPS 1500C COLOUR PRINTER

A. TECHNICAL CHARACTERISTICS

PRINTING TECHNIQUE Impact dot matrix (9-needle print head).
DRAFT MODE — matrix: 9 vertical dots x (5 + 4) horizontal dots; — print speed: 120 char/s, at 10/char in
TABULATION SPEED 2 char/s
PRINTING DIRECTION bi-directional, with optimised head movement
PRINT PITCHES 10 char/in to 24/char/in programmable from line, and in SET-UP mode
LINE FEED — 1/6in (4.23 mm), 1/8 (3.17 mm) and 7/72 in (2.4 mm); — n/216 in and n/72 in.
CHARACTER SET ASCII characters and special characters.
MAX. PRINT LINE LENGTH 40 top 192 characters, according to print pitch selected.

£229.99
+ £5.00 post and packing

£199.99
+ £5.00 post and packing



1084 HIGH RESOLUTION COLOUR MONITOR

1084S STEREO/COLOUR MONITOR

Compatible with PC,
Amiga, C64c, C128

£259.00
+ £5.00 post and packing

AMIGA 1010 DISK DRIVE



AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive. Capacity 880K
**PLUS FREE DISK
STORAGE BOX &
10 BLANK DISKS**

£149.99
+ £5.00 post and packing

A501 RAM PACK

512K for the Amiga

£149.99
+ £5.00 post and packing



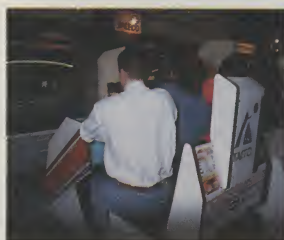
HIGH SPEED DRIVING, DRUG DEALING AND DEATH!

Where could you find CD jukeboxes in the shape of pink Cadillacs, Kiddie rides in the shape of helicopters, fairground Waltzers and banks and banks of the latest arcade games? At the 45th Amusement Trades Exhibition International at Olympia in London. So that's where we packed Andy Smith off to for the day, to check out what will be big news in the arcades in the coming months.

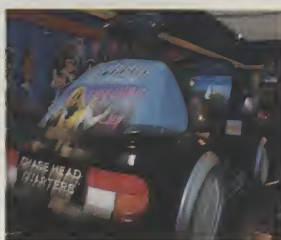
The ATEI Show – noisy, hot and loud. In fact it's just like a normal PC Show, except for the range of goodies on display and the fact that it's only open to the trade. Which meant that as at the Preview '89 Show (covered in Issue 16) most of the groups huddled around the machines and sampling the rides were besuited businessmen.

The Atari stand was one of the most popular, since a new game was enjoying its world premier. *Hard Drivin'* has been some three years in development, and according to Atari is "the most realistic simulator ever to hit the arcades". And that's what's so revolutionary about the machine – it's been specifically designed to be more of a simulator than a driving game, and there's not a hydraulic to be seen!

Climb into the seat, adjust it for height and you're ready to start. Unless you can drive



Taito's Tritrovision machine showing off Operation Thunderbolt



The Chase HQ sit in cabinet – see last month's ACE for a review of the game.



More animated cabinets, this time showing off Namco's Metal Hawk.

already it's probably a good idea to stick to automatic transmission because this simulator has more than just the standard accelerator and brake pedals – it has a clutch. And a four-speed gear shift. Select the transmission type, turn the key in the ignition on the console front and the motor kicks into life.

Then it's a case of deciding what kind of race you'd like. There are two courses: a stunt course and a speed course. The speed course is probably the easiest to cut your teeth on, since it simply involves driving around the course avoiding oncoming traffic while overtaking the slower moving cars in a bid to reach the next checkpoint within the time limit. Break the lap record and you enter 'The Challenge Lap': the machine remembers the course and time of the best driver on record, who becomes your opponent in a head-to-head race.

Speeding around an undulating circuit in what feels like a real car (thanks to the centre-

Tetris, the ACE rated puzzle game developed in Russia, makes it into the arcades in a superb simultaneous two player machine. This game's got one big thing in its favour – it's maddeningly addictive! (Inset) Just to prove it really is an arcade machine.



Atari's Hard Drivin' cabinet. Deluxe versions have an overhead monitor to allow others to watch while you drive.



feel steering wheel and column that supply continuous feedback as you drive, juddering over rough ground, or yanking your hands all over the shop if the car spins), is exhilarating enough, but for real breath-taking, knuckle-whitening action, try the stunt course. Again, you're up against the clock and there are other cars to avoid, but there are also some amazing obstacles to negotiate. The first is a jump across a bridge (Blues Brothers fashion) where exactly the right speed must be reached, not just to make it across the gap but also to avoid



Hard Drivin' – on the stunt course. Get in the right gear and make sure you accelerate at the correct time when you go through the loop – or you'll fall off the ceiling!

landing on the front bumper on the far side. Next, there's the astounding 360 degree vertical loop, where the speed must be adjusted on the way through the loop to avoid falling off the ceiling! Finally there's a high bank you have to drive around before you reach the checkpoint and gain extra time.

Atari aren't just blowing their own trumpet with their description "the closest thing to driving without actually being there" – it really is. You may have to pay a bit more than normal for the ride (playing in a deluxe sit-in model may cost up to £1 a time) but it's well worth

the money, and hopefully the compact sit-in that will follow should be cheaper to play.



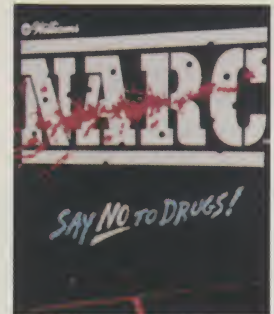
Atari didn't have the show all tied up though: there were plenty of other games getting the crowds excited – including *Narc* from Williams. It's curious, but this anti-drugs machine ('Say No To Drugs' is emblazoned all over the cabinet) is a violent, bloodthirsty, horizontally-scrolling shoot-em-up.

The players (one or two simultaneously) play the roles of Max Force and Hit Man and are out to smash the K.R.A.K. drugs organisation. That's why they're each equipped with two machine guns and a fistful of rockets and have to shoot loads of baddies that stroll onto

the screen from either side. A small map at the top of the screen shows how far away the boys are from the current gang-leader's location. Once they eliminate the leader, they're told to go after the next, tougher opponent. During the course of the game, baddies killed will drop their booty of either money or – one assumes – packets of drugs, which must be collected for bonus points at the end of the round.

The display for *Narc* is great, mainly due to the fact that as well as custom chips, Williams are using a Texas Instruments 32-bit 34010 graphics signal processor to generate

the near-photographic quality picture. Though the game may have great graphics and a message to get across, it's not that good a shoot-em-up.



Williams get the message across.

Also of interest on the Atari stand was the coin-op version of *Tetris*, the ACE rated puzzle game designed in Russia. You'll certainly remember it if you bought it, because it's one of those magnificently simple but horribly addictive games that is quite impossible to stop playing once you've started. And what a wonderful coin-op formula that makes!

The game breaks down into several rounds that you progress through by stacking falling shapes to fill a set number of lines.

There's no time limit, but the falling shapes get faster as you move up through the rounds and once the stack reaches

the top of the screen the game's over.

Experienced *Tetris* players should seek out one of the coin-op machines in their local arcades, because onlookers will

be so impressed by your skill at playing this (to them at least)

bizarre and alien machine!

Taito were also to be found there in force, showing off their *Chase HQ*

sit-in version and more importantly, *Operation Thunderbolt*, sequel to the hugely successful *Operation Wolf* that Ocean recently converted magnificently to computer. As you might guess, it's in much the same vein as *Op Wolf*, but the scenery and enemies have changed. You now fight what appear to be Middle Eastern terrorists and two players can simultaneously shoot and blast the enemy to their hearts' delight. The rest of the plot's the same – destroy a set number of baddies, collect extra ammunition and rocket bombs and avoid taking hits. Magnificent blasting action, and even more fun now you can play with a friend.

Amongst the Best of the Rest was *Winning Run* from Namco. This is a sit-in game based on Formula One racing, viewed from the cockpit with a practice lap to determine your place on the grid before you launch into the Grand Prix. Terrific stuff, and enhanced by the highly-animated cabinet. Also from Namco is *Metal Hawk*, a helicopter shoot-em-up viewed from above that's tough but promises to be highly addictive.

The show promised a bright future as arcade games. Twenty-six inch monitors were much in evidence on a variety of games, and if manufacturers can keep coming up with games that involve new ideas and new technological advances, like *Hard Drivin'* and *Narc*, there's going to be no excuse in future to walk past an arcade thinking 'Well they're all the same, aren't they?' ●

Airborne Ranger



Not content with the purely lifelike, militaristic simulations that MicroProse have brought out in recent times, Major Bill Stealey decided to take a step out of line and introduce some of the strategy and quick-reaction thinking that MicroProse simulations are renowned for and pump them into an 'action strategy' game. The result? Airborne Ranger, an addictive game combining the best of MicroProse strategy with fast arcade action where you control one of the troops belonging to that crack American combat unit who have earned the privilege to wear the exclusive black beret.

As the best of the best, you are chosen to single-handedly accomplish twelve missions, set in three different parts of the world. Amongst the frozen wastes of the Arctic, you must beware the pitfalls of walking on thin ice. In the more temperate climate of Central Europe, you are faced with the prospect of coming up against the best frontline troops that the massed Communist hordes can produce. Alternatively, you could end up somewhere in the Persian Gulf taking out a fuel dump where, if the enemy doesn't get you, the heat and fatigue almost certainly will.

On each mission, you can choose from an impressive array of weaponry and supplies that will form the contents of three supply canisters that will be your

lifeline on your mission. Grenades, magazines for your carbine, LAW missiles, knives, time charges and first aid packs can all be selected to best suit your needs for the coming mission.

Once packed, you are flown to your destination in an Osprey aircraft. Having parachuted safely down to terra firma, the action really starts to hot up as you run, walk or crawl your way towards your objective, picking up the dropped supplies as you go. The difficulty can be altered before each mission, thus affecting your chances of survival. However, those with experience can go for a higher risk and the greater glory that ensues on return from a successful mission.

ST VERSION

Extremely playable and visually appealing with plenty of variety

Although proving popular with simulation die-hards, seasoned arcade players will also enjoy getting to grips with Airborne Ranger. The game can be played as a fast-moving, hit-and-run action game, but players will soon find that it will require some thought and pre-mission planning if one is to succeed in achieving each objective. This is where MicroProse's

reputation for excellence in strategy and simulation games comes in. Often it is a matter of getting to your objective in as quiet a manner as possible, thereby ensuring that the enemy remains unaware of your presence.

Once you have achieved your objective, you must make tracks for your rendezvous point where you will be picked up by a waiting Osprey. However, one word of warning – there is a strict time limit to each mission so, although stealth may be important, lack of time might occasionally mean having to run the gauntlet in order to succeed. Are you man enough to handle the pressure?

The action is real – the suspense triggers the adrenaline rush that starts your senses working overtime. Airborne Ranger is an addictive strategy game that will have you playing over and over again in an effort to complete the next mission and get back in one piece.

RATING OUT OF TEN

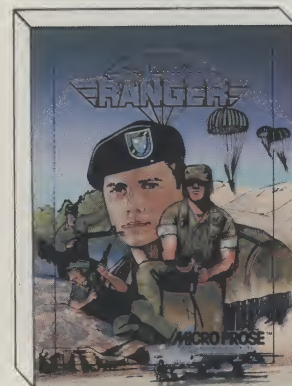
GRAPHICS	8
SOUND	7
STRATEGY	9
PLAYABILITY	9
OVERALL RATING	9

'Airborne Ranger is a move away from the simulation side of MicroProse releases but is still a step above the normal Rambo/Commando style of shoot-'em-up. An effective combination which should attract those looking for a thought-provoking game' – TGM

'... an excellent game with a first-class mix of strategy and arcade action.' 'Once I'd learned that stealth with a knife gets you further than blasting everything in sight... trying to complete the other missions was quite compelling. A game which needs careful thought as well as great firepower is revealed' – Crash

RELEASE SCHEDULE

C64/128	OUT NOW	£14.95 cs £19.95 dk
SPEC 128	OUT NOW	£ 9.95
SPEC +3	OUT NOW	£14.95
AMSTRAD	OUT NOW	£14.95cs £19.95dk
ATARI ST	NEW	£24.95
IBM PC	SOON	£TBA
AMIGA	SOON	£TBA



MICRO PROSE

PLAYING BY PHONE

A man who has spent many a night crouched in front of his computer running up the phone bill contemplates the future of multi-user modem games and the race between players and game designers. His real name remains a secret, but Zog (for it is he) knows his dungeons. He achieved the coveted status of a god in Gods, one of the more popular Multi User Games...

With the capabilities of computers rising and costs falling, both the possibilities of what can be modelled by Multi-User Games (MUGs) and the depth of realism they can achieve are constantly increasing.

As processor speeds increase, programmers get the freedom to move away from writing the customised code in assembler needed to achieve speed of response. They can start using more advanced languages which are more portable and cut development time. The major problem for those writing Multi-User Games is that users always expect a quick response to their input, as with any real-time system. It has been shown to be psychologically necessary for users to get an immediate response from the computer – even if all that happens is an echo of the text keyed in. A long delay makes users feel less in control and somewhat unnoticed, so they soon stop using the program.

Because software tools have progressed too, game developers can now use powerful compilers that produce highly-optimised code, and so can worry less about achieving speed and concentrate more on the tasks and functions that they are trying to code into their game.

Both the cost and power of hardware has changed, and nowadays the machine that a MUG runs on no longer needs to be a large mainframe or mini computer at a university. It can be a micro with a specialised board, or multiplexer unit, to handle the connection to several modems and thus to the phone lines. 'Aha, but is it a meatier micro than I can afford?' I hear you mutter to yourself. I had my doubts too, until last October, when I saw Zone at the Adventure Convention '88 in sunny Sutton library. I can now look you straight in the terminal and honestly tell you that this rather racy game runs on no more than a QL clone!

Multiplexers can be made to control the modems for a MUG, clearing up the messes that dropped lines can cause and generally being awfully servile. They can also be persuad-

ed, after a little argument, to become more intelligent still. This becomes especially useful when more than one game is connected to the same multiplexer. The immediate advantage is that paying customers have more choice about how they spend their money, since every game has a different feel and style of play to it. Also, inter-game communications are possible – perhaps a player in one game picking up a telephone and dialling, and someone in another game suddenly hearing a telephone ring...

The function of a multiplexer, to switch a number of telephone lines to several games, also provides a useful way of avoiding some of the current limitations on game speed. If a single MUG will only support about 8 players before slowing right down, then just plug another machine in next to it, and hey presto! You can now support up to 16 players, if you have enough phone lines. Unfortunately, any one player can only ever meet the seven other people in the one game.

MEMORY BONDS

There might be a world memory-chip shortage at the moment, but the bonds imposed by computer memory on multi-user games are also loosening. Early games stored all their room descriptions on disk because of space limitations, but disk access is a ridiculously slow process compared to memory. Just try to imagine what would happen if 32 or more people each moved into a new location simultaneously, and each new location description required at least one disk access – the response to your simple 'North' command may not come back for ages!

To experience a MUG like this (once it gets behind, it tends to stay behind) is like trying to move through cold treacle. It is immensely frustrating because of the time-lag between command and response, so if you type ahead and make a mistake you could be in big trouble. Usually, a special bit of code called a Watchdog is written which keeps an eye on the rest of the program, and if nothing much happens for a certain time then the Watchdog assumes that the game has gone into an infinite loop and

crashes it. When response times get too bad, the Watchdog can stop the torture for you in the simplest way possible, probably just when you've gained thousands of points and not quite got round to saving your new score!

Nowadays, plenty of memory is usually to hand, so people can begin to model their worlds in more detail, developing complex models of internal reality and of various continuous processes which add a realism (however warped) which appeals to people. For example, if a game is to model the weather, either to add realism or make a puzzle that is only soluble when the river level is low, then it becomes attractive to build a weather system rather than using a random number generator to determine the water level of the rivers. Players also feel somehow more in control of their environment with this approach than if the whole thing is just the result of a single roll of computerised dice. So, you build weather in, winds and all, and allow a spell or three which lets the players begin to affect it. Deciding where to cast the spells, and when, can be a puzzle in itself that the players have to solve...

A well-modelled effect can avoid interaction bugs between various other bits of the game, but the coder usually finds that there are still a few bits that introduce more problem effects than they cure and have to be kludged to get them to work.

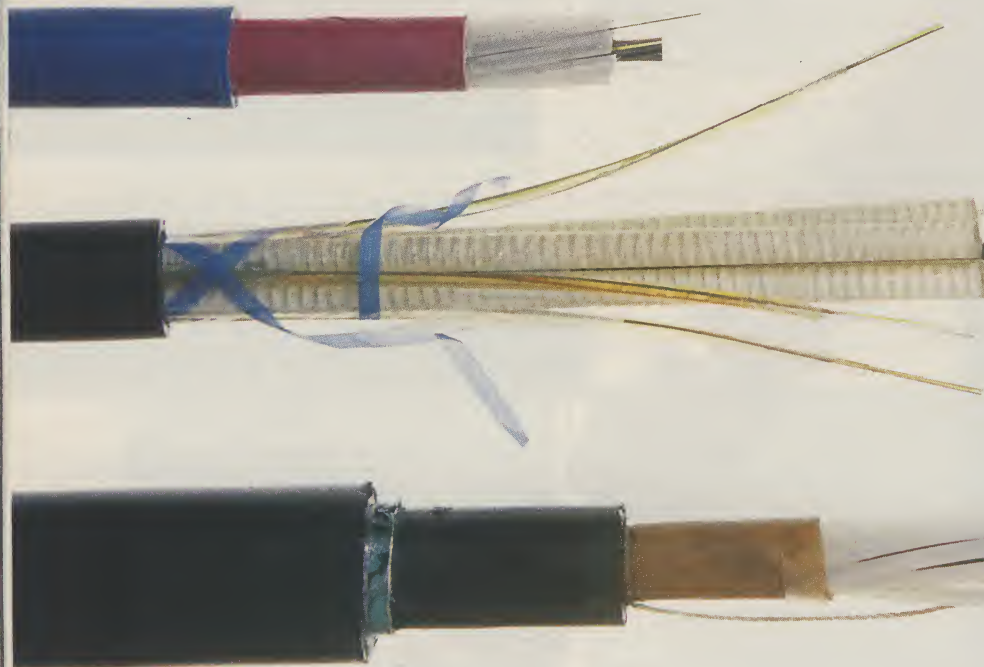
JUST PLAYING IN THE RAIN...

Anyway, back to the weather. Rain isn't too bad – just add a rainfall description to all the rooms that represent outdoor locations, and tell all the players who are outside (without the umbrella) about getting wet. Try not to forget to put in the extra code that stops matches striking and makes the paper map all soggy if they get wet. But now what do you do if the weather turns cold and it snows? Snow lies on the ground, only going away if it melts. People and monsters leave footprints in it. Or what happens if it rains for forty days and forty nights? Does the programmer assume that rain just soaks into the ground, and model the rivers as something separate; or does he try to make rivers from dried-up watercourses through which a certain amount of water that has fallen as rain flows? Can he cope with floods at all?

Despite (or possibly because of) these problems, a large number of game developers are very interested in playing with continuous process modelling techniques, which, if all possible occurrences can be catered for, can provide many hours' worth of data for the players before repeating.

FUTURE DEVELOPMENTS.

With more memory and more processing power, a single game is increasingly able to handle a larger number of players online at one time. Because the equipment at the players' end is also becoming more sophisticated, modems that use intelligent switching between speeds depending upon line quality at any time are becoming more common (although they only work if both ends of the phone line are set up to handle it). Gradually, the old joke of 'He who laughs



CABLES SUPPLIED BY MERCURY COMMUNICATIONS LTD

SECOND OPINION

■ Itinerant reviewer and experienced player of Multi-User Games Phil South gets his oar in...

Shades and MUD are the oldest multi-user games, as far as I know, and some say the best. They are certainly the first games most people try, due in part to the fact they're the most widely quoted and advertised.

MUD has an ancient, epic feel and a strong sense of tradition, because most of the high-ranking players have been on it for about three years. As a novice

you get nuked by stronger players less these days than you used to, but it still happens. Shades is younger, more exciting in many ways and the players are much more friendly and pervy. Pervy? I hear you squeak. Well yes. It's a product of having the choice of which sex you appear as in the game. It's a curious fact that, given the choice, males choose to be female and

vice versa, and what with the option to KISS <player name> and CUDDLE <player name> a lot of that sort of thing goes on. Innocent fun, sure, but if you think about it sooner or later there's going to be a bunch of big butch guys around who like being kissed and cuddled by other big butch guys. Yes folks, computerised cross-dressing is here to stay.

PARALLEL PROCEDURES

■ Steve Cooke, formerly known to many as The Pilgrim, offers up a couple of thoughts on future MUGs...

Traditional adventure development houses are currently investing a lot of time, money, and effort in producing new interactive character drivers (Level 9) and role-playing elements (Infocom, Origin etc). MUGs, on the other hand, have all this provided by their very nature. They already have interactive characters - human ones. What's more, like human players have more individual attributes than any RPG creation is likely to boast in the near future. MUGs could, if the hardware allowed, dominate the adventure/fantasy scene in the not-so-distant future.

In contrast with his single-user game counterpart, the MUG programmer is able to concentrate more on environmental development and system commands. Although MUGs have been able to offer

interaction as their main attraction, they have lagged behind single-user computer adventures in terms of environment, graphics, and parsers - but once these aspects are tackled, stand by for some intriguing developments.

The first will become apparent with the advent of digital phone networks in the 1990s. Large-bandwidth communications will mean the possibility of CD-driven MUGs with full-screen graphics, instant communication, and - in conjunction with 16/32 bit processing - affordable but enormously powerful environments with thousands of locations, graphic user interfaces, and - on top of it all - more players per game with more commands at their disposal.

The second development is less obvious. As MUGs become more popular, comms becomes more widespread, and

bandwidths increase, people will begin to see the development of interactive characters within a single-user game as a waste of time. Why bother, when there are dozens of real people on call at the touch of a button? This could well mean a reversion on single-user systems to the more traditional 'interactive fiction' approach, as pioneered by Infocom's early games, and - in conjunction with CD-ROMs and graphic user interfaces - a greater concentration on single-user puzzling, text, and simulation. Whatever happens, you can be sure that the categories of fantasy game we now take for granted - RPG, text/graphics adventure, interactive fiction, MUGs - will be completely overthrown in the next ten years. For my money, the descendants of MUD and SHADES will be at the top of the pile.

last is at 300 Baud' is becoming less common. This is good for all players, since to some extent game response is limited by the speed of the slowest port rather than masses of input from the fastest ones.

Graphics are now de rigueur for all the single-user adventure games that are available. Even Infocom, past masters of the all-text adventure, now have at least static pictures as part of their games. Providing graphics with a MUG is not at all easy, however, given the limited bandwidth of the normal phone line. It is more likely that graphics will be handled as much as possible by the player's own machine, so if you are the lucky owner of a SUN workstation, you could have wonderful pictures with anti-aliasing, highlighting, shadows and all the extras. Otherwise, you will have to make do with the best picture that your machine can be made to draw. This has the advantage that the process is transparent, the MUG not caring about how things are drawn, just the fact that the player at the other end has some kind of graphics capability. If he goes out and upgrades his machine, or his graphics package, the MUG couldn't care less.

Unfortunately, a local machine can only be allowed to do a small portion of any processing. If the MUG sends out a chunk of data and says 'Here - take this lot and show the player what he can see,' someone is going to modify his program so that it displays the obscured and invisible objects too - a useful tool for debugging purposes, but it does give a player rather an edge... In fact, it could be called cheating by someone less kind than myself.

This also highlights another point that has come to light concerning the use of a home computer which was once no more than a dumb terminal. With communications programs becoming more advanced, players can now log a session (and read it later if it scrolled off the screen too fast for them to read at the time) and build in sets of commands, as a function key assignment or a script file. With a cunning set of commands, the garnering of treasure before other players get to it becomes a matter of who can log in first and press a key - not much fun any more.

This is not to say that I am personally against the use of F keys and scripts - it is rather like Canute's telling the sea to go back, but things could be developed further. I am all in favour of artificial intelligence in a persona - and I would dearly love to see control programs that handled most of the behaviour and actions of game characters automatically. In other words, the program handles the mechanics of moving about, hunting for treasure, etc, and you have to be a sort of superego, controlling an overview of what is to be done next and chatting to the other game inhabitants. People are hard at work on producing these artificial intelligence exercises.

FURTHER GAME CHANGES

The MUG itself is going to have to change further. For example, randomising the start locations of treasure is one of the simpler plays used by game designers to cope with comms programs having function keys. As scripts evolve which can test room descriptions for the presence of treasure, and keep on searching until it is found, so game design is going to have to keep pace. The point is not to become annoyed

about technological advances and ban clever home computer players, but to make game personas more like human beings, with automatic and learned responses. If games are made more complex, only a human will be able to cope.

Many deaths amongst experienced players of MUGs tend to occur when they nip into the kitchen to make a quick cup of tea. Because they are lazy, they just leave their character hanging around on the game rather than logging out. Zog's First Law, that the more unlikely an event is, the bigger the chance of it happening when you are most vulnerable, then swings into effect. The deadly mummy stumbles in to the room and of course attacks your character. You return with a steaming cuppa in your hand, just in time to see the mummy deliver the final crushing blow that knocks your ever-so-painfully-developed-persona into limbo. But is it fair or realistic? In real life, the loud crunching noises as your front door is converted to matchwood should

easily be enough to awaken you from your day-dream and encourage you to leap out of the window! With clever programming, giving the player useful information (online maps for example) and handling the simpler and more repetitive tasks, the MUGer can concentrate on relaxing with his cuppa and directing things from his position as general, rather than having to do the donkey work. When a door is smashed down, the intelligent program should be worried enough to beep long and loud at you and still make your persona leap out of the window if the mummy bursts in.

Still, players of games do not by any means have it all their own way. Little tricks by the coders, such as routes through mazes that are randomised between resets can confuse all but the cleverest players (human or script). The evolutionary race between keen players and game designers has a long way to go yet, and both have a few tricks up their sleeves...●

CONNECTING UP

To connect to a MUG, you need a Modem to plug into the phone line, and a comms program for your computer - anything from a simple terminal emulator (eg VT52 or VT100) to a full-blown package with logfiles, programmable function keys, command files, software modem control, various comms protocols like Kermit and so on.

Modems should be capable of transferring data at 300 Baud or 1200/75, although 1200/1200 and higher speeds are beginning to be offered for those lucky people with pots of money to spend. All sensible MUGs can be accessed at 1200/75, but unfortunately the makers of American equipment and comms programs are not used to split-speeds like this and you can have problems with certain equipment and/or comms packages.

When connecting, try to find out what the bytes you get back are going to look like to your system. This is usually

7- or 8-bit data, No parity and 1 stop-bit.

I play most on the Heaven system, which currently consists of a multiplexer called the Butler, and two games: Gods and Zones along with an associated Bulletin Board. In common with many other systems, you can try the games out as a guest persona for free, with limited time and no experience. If you like the system you can pay to register the use of the Bulletin Board, for leaving and receiving messages, is also free.

Game costs vary from free (usually experimental versions) up to a massive \$10 a minute or so, so try out a few before paying too much. Speaking of which, BT has to make a few hundred million profit again this

year to please the shareholders, so whatever you do, don't forget that telephone bills will be on top of this too.

Heaven is on 01 994 8119, 1200/75 and 300/300, 8N1. Accounts can be either for a month (with unlimited usage) or for a block of 20 hours which you use whenever you play either game. Both types cost £10 plus VAT. The phone numbers, protocols and charges for other games, such as Mirrorworld, Wanderland, Mountain, MUD 2, SX, MUD and Shades are regularly exchanged and posted on the

many Bulletin Boards around the country. Unfortunately, MUGers outside London are very badly served because of BT's pricing. Shades is offered via Micronet, which is normally only a local phone call away, but they then charge everyone for the privilege of playing, country-wide.

NEW FOR YOUR COMMODORE FROM TRILOGIC!

AMIGA AUDIO DIGITISER



TRILOGIC

— NEW, CHOOSE MONO OR STEREO VERSION

Both Amiga audio digitisers give superb performance, unsurpassed at the price. No software is supplied, since they are fully compatible with Perfect Sound, Prosound Designer, Audiomaster, and Dattel's Prosampler. Sampling rates up to 60KHz are possible depending upon the software. An audio lead is supplied for connecting to the headphone socket or line output of a radio, personal stereo, keyboard etc. Full instructions are included, and the mono version also has an L.E.D. overload indicator. A public domain "Sound Workshop" disk is available which has demo versions of Audiomaster & Perfect Sound etc.

MONO DIGITISER £27.99 POST FREE
STEREO DIGITISER £37.99 POST FREE
SOUND WORKSHOP DISK £4.99 POST FREE IF PURCHASED WITH DIGITISER
ADAPTOR FOR A1000 £2.00

EXTERNAL 3.5" DISK DRIVES

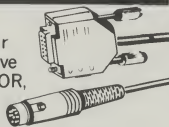
- 720K FORMATTED CAPACITY
 - THROUGH PORT
 - VERY QUIET OPERATION
 - SLIMLINE STEEL CASE
 - LOW POWER CONSUMPTION
 - CHINON DRIVE MECHANISM
- MASTER 3A 3.5" DRIVE WITH NO ON/OFF SWITCH £74.99 POST FREE
MASTER 3A 3.5" DRIVE WITH ON/OFF SWITCH £77.99 POST FREE



AMIGA MONITOR & PRINTER LEADS

RGB TV & MONITOR LEADS

We have leads to connect all AMIGAS to your TV or colour monitor provided it has an RGB input socket. All leads give a much clearer picture than using the AMIGA MODULATOR, permit ALL 4096 colours to be displayed and include the audio lead (to give stereo with stereo tv's).



ORDER AL 1 FOR TV'S WITH 21 PIN EURO (SCART) SOCKET.
FITS PHILIPS, FIDELITY, SONY, GRUNDIG, NORMENDE, ETC. .ONLY £9.99
ORDER AL 2 FOR FERGUSON TV'S WITH 7 or 8 PIN DIN SOCKET.
MODELS MC01 & MC05, ETC.ONLY £9.99
ORDER AL 4 FOR HITACHI & GRANADA TV'S WITH 7 PIN DIN
SOCKET. MODELS CPT1444, ETC.ONLY £9.99

OUR LEADS ARE GUARANTEED TO WORK WHERE OTHERS DON'T!
LEADS ALSO AVAILABLE FOR ATARI ST RANGE. PLEASE CONSULT US IF IN DOUBT.

ATTENTION 1901 MONITOR OWNERS

Why not have your 1901 monitor converted to work with the AMIGA OR ATARI ST — the performance is indistinguishable from the CBM 1084 monitor. After conversion, your 1901 will display all 4096 colours & existing inputs are NOT affected so it remains compatible with the C64 & 128. Conversion costs only £29.95 including lead for callers (carried out while you wait). Or £53.95 including next day collection & delivery by courier. Please phone to arrange an appointment or collection.

OTHER LEADS

AMIGA 64 EMULATOR LEADS — Connects 1541 ETC to your AMIGA.
There are several programs which need this lead AEL 1 ONLY £4.99
MODULATOR EXTENSION LEADS MEL 1 ONLY £8.99
AMIGA PRINTER LEAD — Parallel Type 1.5M long AMP 1 ONLY £6.99
3.0M long AMP 3 ONLY £9.99

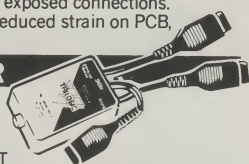
PLEASE STATE WHICH AMIGA YOU HAVE WHEN ORDERING

EXTERNAL DRIVE SWITCHES

ADE 3 — ON/OFF SWITCH FOR DF1 £8.99
ADE 4 — ON/OFF SWITCHES FOR DF1 & DF2 £10.99
Connects between Amiga port & drive lead. No exposed connections.
Switches are on flying leads for easy access & reduced strain on PCB, compared to other makes.

MOUSE/JOYSTICK SWITCHER

- NO MORE UNPLUGGING MOUSE WHEN JOYSTICK REQUIRED
 - EXTENDS THE PORT FOR EASIER ACCESS
 - SAVES WEAR & TEAR ON THE MOUSE PORT
 - PUSHBUTTON SWITCH CAN BE OPERATED WHEN THE COMPUTER IS ON
- A VERY USEFUL GADGET — ONLY £10.99 order as DJAI



AMIGA MINIAMP 2 — WITH TWIN STEREO SPEAKERS

MINIAMP 2 combines a mini stereo power amp with two neat speaker units which connect directly to your AMIGA. They are ideal for use with mono TV's & monitors, & simply plug in for instant stereo sound. You'll be amazed at the difference.



MINIAMP 2 WITH REMOTE VOLUME CONTROL & ALL LEADS ONLY £19.99

SUNDRY ITEMS — BARGAIN PRICES

SONY/FUJI 3.5" DISKS
100% Guaranteed Per 10 £12.99
DS/DD disks Per 25 £28.49 Post Free
Lowest Prices Per 50 £55.99 Post Free

3 1/2" DISK BOX FOR 40/50 DISKS. SMOKED LID, LOCKABLE, DSB4 ONLY £8.45
3 1/2" DISK BOX FOR 80 DISKS. SMOKED LID, LOCKABLE, DSB5 .ONLY £10.49
3 1/2" DISK BOX FOR 100 DISKS. SMOKED LID, LOCKABLE, DSB6 .ONLY £12.49
PRO5000 JOYSTICK ARCADE QUALITY WITH MICROSWITCHES £14.95
PRO5000 JOYSTICK CLEAR TYPE £15.95
PRO5000 JOYSTICK CLEAR WITH RAPID FIRE & SLOW MOTION £16.95
A500 DUSTCOVER. ANTISTATIC TYPE, ADC1 ONLY £4.99
A4 NON-SLIP MOUSEPAD, AFM1 ONLY £4.99
Please add 75p part postage + packing to orders under £15.00

FREE CATALOGUE WITH ALL ORDERS EXPRESS DELIVERY £1.99 Extra

TRILOGIC

Trilogic, Unit 1
253 New Works Road Bradford BD12 0QP
Tel - 0274 - 691115 Fax 0274 - 600150

FAST MAIL ORDER SERVICE - PROMPT DISPATCH - ALL PRICES FULLY INCLUSIVE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL ITEMS. PAYMENT BY CASH, CHEQUES PAYABLE TO TRILOGIC BY POSTAL ORDER, ACCESS OR VISA. ADD £1 EXTRA FOR EXPORT ORDERS, PAYMENT IN STERLING ONLY PLEASE.

AT £9.95* **FREE MODEM** with annual subscription

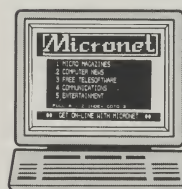
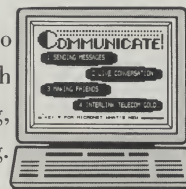
WE'RE REALLY TALKING!

Turn your computer into a communications terminal that will download free software, access up-to-the minute computing information, play exciting multi-user games and talk to other people for only £9.95. Just join Micronet* before March 31st 1989 and you'll discover a whole new world for less than half the normal price.



FREE SOFTWARE Browse through an extensive software library of free programs for all popular machines, including PC compatibles, the ST and Amiga.

COMMUNICATIONS Use your computer to communicate with thousands of other users. With electronic mail, chatlines and teleconferencing, Micronet lets you do the talking.



INFORMATION Stay informed with Micronet's daily computer news, reviews and features, and then access the huge Prestel database.

ENTERTAINMENT Play a range of games, including the popular multi-user game, Shades, where the action is live and so are your opponents!



Low Cost

Now, not only is your first quarter's membership to Micronet less than half price, but using Micronet starts at just 50p an hour, including telephone charges! And if you need a modem, we'll even give you one free when you take out a year's subscription.

Just phone our Sales Desk on 01-837 7872 or clip the coupon today for more information and a free brochure.

Join Micronet, and get talking!

FREE DEMONSTRATION
If you have access to a modem (1200/75 baud) and viewdata communications software you can see a free demonstration of Micronet. Just Dial 021-618 1111 and use the ID 4444444444 and password 4444.
You can look up a local telephone number once on-line.

Return to: Micronet, Telemap Group Ltd,
Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Name: _____

Address: _____

Tel. No.: _____ Age: _____

Machine Type: _____



* Price includes 1st quarter residential subscription by direct debit only (normally £20) and does not include hardware or software. Minimum subscription period 1 year. Offer available only in the UK to new members. Free modem offer available to first time UK subscribers while stocks last.

BRINGING HOME THE CHA

LAST DUEL™



LAST DUEL™ The Golden Tribe of BACULA have overrun the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offer the only hope of freedom for your beloved princess.

CBM 64/128 cassette/disk · Spectrum 48/128K cassette/disk · Amstrad CPC cassette/disk · Amiga disk · Atari ST disk

CHALLENGE OF THE ARCADE



L.E.D. STORM™ LAZER ENHANCED DESTRUCTION™

L.E.D. STORM™ Tear along the highways of the sky, Kamikaze opponents barring your way, skyjack terrorists blasting your path. Fear not, lazer powered turbos give you unbelievable acceleration and the power to fly, and when space is tight, transform at the speed of light into a, nuclear powered jet bike. An aerial extravaganza of race skills, daredevil piloting and fearless road warring in nine distinct landscapes.

CBM 64/128 £9.99t £14.99d • Atari ST £19.99d • Spectrum 48/128K £8.99t £12.99d • Amstrad CPC £9.99t £14.99d Amiga £19.99d

TIGER ROAD™ An ancient tale from ancient China... birth place of martial arts disciplines. As Lee Wong you must halt the savagery of ruthless Ryu Ken Oh by overcoming flying Ninja warriors, awesome dragons and acrobatic Sumo wrestlers to name but a few. You'll need all your martial arts training and skill with the spear, chains and sickle to seek out and defeat Ryu Ken Oh in a furious and bloody battle with the scourge of the Orient.



TIGER ROAD™

CAPCOM™

Screen shots from various systems

GIANTS OF THE VIDEO GAMES INDUSTRY

© 1989 CAPCOM CO., LTD. Manufactured under Licence from CAPCOM CO., LTD., Japan. Last Duel™, L.E.D. STORM™, and Tiger Road™ and CAPCOM™, are trademarks of CAPCOM CO., LTD. Licensed by GO! Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Computer-generated images are all around us. Complex and expensive hardware is used in the TV and video world to create effects, animation, and graphics – everyone from Lucasfilm to the smallest, back-street video editing suite is using computers. And computer game graphics are popping up on TV and even in a few high-tech discos.

The computer is beginning to be accepted as a medium by fine artists (see Brian Larkman's graphics pages this issue), and not just by the self-congratulatory types in the advertising and TV world. Already, powerful graphics packages put professional results within the grasp of the ST or Amiga owner, and by investing in a video digitiser and genlock board, impressive video production facilities can be enjoyed by the individual.

Then there's the world of music, where the MIDI standard, sampling techniques and computer-driven equipment allow an amateur who has minimal training in music to create and record professional-quality compositions.

With talent, a C64, the right software and a tape machine it is possible to create a Top Ten hit.

Yet computer games are still the main entertainment application of 'affordable' machines, and it is the graphics and music from computer games that most people are familiar with. There's a tidy living to be made producing sounds and images to go with entertainment software, and it rarely makes commercial sense for a programmer to go off on a self-indulgent, creative track divorced from games programming or hard-core commercial systems work. But apparently self-indulgent pursuit of innovation or 'way of life' products can pay dividends. Like the Apple Macintosh project, led in an anarchic and off-the-wall way by Steve Jobs, a man with Vision and the drive to create a computer that was 'insanely great'.

Despite the low possibilities of immediate financial reward, two small programmer-led companies have spent the last couple of years following their primary interest, paying the bills with the profits reaped from earlier, commercially-oriented projects. Jeff Minter's ST Colourspace spawned *Trip-A-Tron*, 'a creative graphics performance tool', and in turn a concept video album *Merak*, but for the time being Jeff has returned to writing shoot-em-ups to earn money. And Alex Blok and the Technation team have dedicated six months to Project Flashdance – the development of an Archimedes-based digital audiovisual entertainment system for professional users.



Today, computers can be creative performance tools. The arrival of 16-bit and 32-bit RISC machines at 'affordable' prices opens up new possibilities for new forms of computer entertainment. Soon, we could be entertained by audio-visual programmes generated by computer, or even generating our own multi-media entertainments.

PROJECT FLASHDANCE

Alex Blok has a somewhat 'alternative' view of the world, as opposed to the hardline commercial viewpoint – 'ecosystems' appears on his business card alongside 'hardware', 'software' and 'systems'. 'I'm interested in developing things that help to preserve the environment,' he explains. And he is clearly serious when he says that he will 'invest money in making the world a better place' if Project Flashdance makes a lot of money.

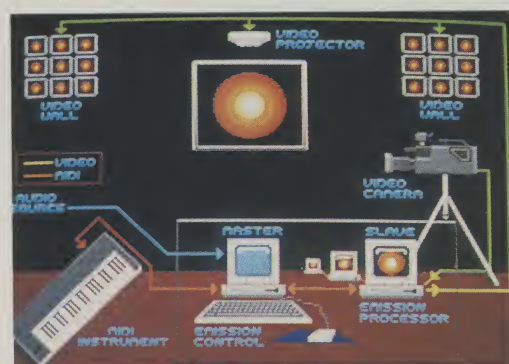
He first got interested in home computers in the days of the ZX81, when he entered a magazine competition to predict the likely design and capabilities of a theoretical machine, the 'ZX82'. Readers of the now-defunct Micro Computer Printout will remember that Alex Blok sent in the winning entry, which predicted many of the features of machines such as the QL, One Per Desk and Z88.

By a strange and dramatic quirk of fate, Alex moved from his Spectrum prize to the BBC when his house was struck by lightning, which blew up the Spectrum and other electrical goods. The insurance money funded the purchase of a BBC, and Technation was born. An unpublished graphics program was followed by a Morse code word processor for the disabled developed in conjunction with Quantel, and then the first major commercial success for Techna-

tion – a Desk Top Publishing program. This BBC software and its subsequent versions generated most of the money that funded Technation's 'Blue Skies' research.

By drawing together people with a variety of skills and talents and paying them on a royalty basis – if a project succeeds, then all the members of the team get to share in the proceeds – Alex has assembled a pool of creative talent. Technation's slogan is 'Innovation by Imagination' and apart from 'run-of-the-mill' commercial work, there is plenty of room for creative thinking. Much of the work on hardware or algorithms for projects of the future proves useful in the development of more immediately commercial applications.

The idea for a sound-to-light system first



A schematic diagram of the Bit Bopper and the potential inputs and outputs.

began taking shape at Technation during 1986. Using the BBC computer, a prototype system called *Bit Bopper* was built and tested, but work on commercial products pushed it onto the back boiler for a while. The following year, design and feasibility studies began on a project called Genesis – which may be described as an imagination processor, designed to run on graphics workstations of the future. By the autumn of last year, *Bit Bopper* had taken over

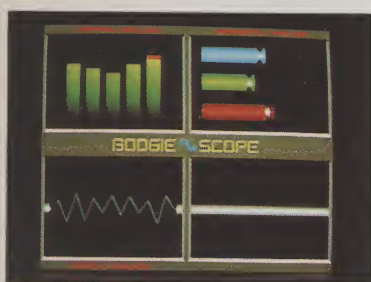


Aciiid! Oil wheels gain a new lease of life on the *Bit Bopper*. The geometric shapes slide around the screen, changing colour and getting larger and smaller. Seeing as it was for us, Alex Blok put an ACE logo in there too...

again, moving onto the Archimedes and evolving into a system for controlling sound and vision. Project Flashdance came into being, a project to which Technation has devoted all its resources.

BIT BOPPER

Technation have only been working full time on Project Flashdance for about six months now, but already the *Bit Bopper* is capable of producing some spectacular effects. Running on two Archimedes machines linked together via MIDI, the system is designed to be integrated into existing visual entertainment systems which might include devices such as lasers or other effects equipment, as well as monitors or video projectors. One Archimedes, called the Emission Control, runs software that is used to set up the effects that can be generated by the



The part-finished *Boogie Scope* – three different frequency analysers pulsate in time to the audio track. Just for fun, this one!

other Archimedes, the Emission Processor. It is the Emission Processor that does all the work during a *Bit Bopper* programme.

Working on the Emission Control machine, imagination is all that limits a Light Jockey. A wide range of effects can be produced and run automatically, sequenced in a visual programme or synchronised by the system to an audio track. An art utility is part of the Emission Control software suite, and text messages, logos or patterns can be generated, saved to disk and incorporated into a *Bit Bopper* programme. Alternatively, a video source –

CONFESSIONS OF A LLAMAPHILIAC...

Trip-A-Tron, son of *Colourspace* and product of llama-inspired programmer Jeff Minter is billed in its own advertising as 'a creative graphics performance tool'. Reasonably so, for it is in effect a light, or graphic effects synthesiser that allows the user to prepare a sequenced 'show' or produce graphics on the ST 'live'.

Jeff Minter has devoted an uncommercially large chunk of his programming



The front panel of *Trip-A-Tron*, in effect the main control menu which allows subsidiary control panels to be called on screen and used.



***Trip-A-Tron* is peppered with silly but apt names and more than its fair share of furry animals. This is the *Sillyscope*, the design tool that allows laser effects to be generated.**

effort to developing *Trip-A-Tron*, which contains over 28,000 lines of assembler. A major opus indeed, and one which has absorbed much of Jeff's creative ability and experience at programming fast-moving graphic games.

Trip-A-Tron is no mere sound-to-light program – it was designed as an instrument which allows the user to play with light as a musician would play with sound. While very much an 'alternative' product, away from the mainstream of games programming, *Trip-A-Tron* is seriously innovative and well worth checking out.

If lashing out £35 on a

piece of software for the ST deters, then investing £12.95 in the Merak concept video would be a worthwhile alternative. Produced by Jeff Minter, in association with electronic musician Adrian Wagner, Merak is a space opera in which *Trip-A-Tron* generated graphics accompany and illustrate a concept album.

Merak, the video, makes interesting watching – even if you don't share the llama-loving hippy values which run deep in at least one of its creators. Without wishing to sound too much like an advertising copywriter, even if you hate Merak (unlikely), all you've done is bought a rather expensive blank video cassette.

Jeff Minter and Alex Blok are already talking about the common ground which the *Bit Bopper* and



Here we have the *Colour Cooker*, which could just as logically have been called the *Shade Stove*. This bit of *Trip-A-Tron* allows palette changes to be effected.

Trip-A-Tron share, and are mulling over the possibility of a joint product for the Atari ABAQ, if, as and when the hardware materialises.

■ Merak is available on VHS cassette, direct from Llamasoft at 49 Mount Pleasant, Tadley, Hants RG26 6BN, Tel: 07356 4478. Go on, give a talented old hippy a bit of support!



Just as a computer musician might use a sequencer to program a tune, so the *Trip-A-Tron* light artiste uses an event sequencer to set up a sequence of pre-defined events. Alternatively, you can customise the keyboard, turning boring old alphabetical keys into powerful light synthesis keys and play pictures along to music. Jeff Minter has taken the *Trip-A-Tron* out on the road, gigging with light on stage, and met with acclaim. There's no reason why you, too, shouldn't become a visual star...



VHS – Merak the video, *Trip-A-Tron* meets the video taper.

perhaps a hand-held video camera that moves amongst dancers at a disco – can be used for live input. Then there's a sophisticated text processor module, that allows messages to be set up and made to appear at pre-defined times or under certain musical conditions. The way in which text appears on the screen is also controlled by the Light Jockey – on the prototype we saw, letters spelling out a message could be tumbled onto the screen as 3D cubes.

A video processor gives the Light Jockey considerable control over images fed in as a video signal. They can be pixellated, flooded with colours, recorded and played back or assembled in a sequence and displayed in time to the music. Facilities to cut from one image to another are being programmed in – already there's an impressive roll, which curls the full screen up onto itself. As with all the *Bit Bopper* functions, images may be pulsed in time to the audio input.

A suite of basic visual effects is also available to the light jockey. The *Twinkle Zone* generates psychedelic patterns which can then be



The cunning solid 3D frequency analyser display, overlaid on the Sledgehammer video. Those blocks bounce up and down, following the levels of Peter Gabriel's songs. The movement is smooth, slick and well impressive. All the other *Bit Bopper* effects can be overlaid on video images in the same way, using the built-in genlock facilities.



One section of the control panel found on the Archimedes that acts as Emission Control. The software is still at a comparatively early stage, but everything works via a really friendly user interface based on sliders and a control panel layout that is familiar to anyone who has used a mixing desk or edit suite.

pulsated in time to the music; an *Oil Wheel* simulator adds a new twist to the old 60's disco favourite – a basic set of geometric shapes is available on the system, but custom sprites can be generated using the art utility and moved around the screen with or instead of the standard shapes; the *Fireworks* utility generates starburst effects, exploding pixels across the screen; the *Boogie Scope* offers a set of unusual frequency analysers that pulsate in time to an audio track, and finally, there are a range of 3D sound-to-light effects planned. Already, a 3D bar graph frequency analyser is up and running, and even more is promised.

All the *Bit Bopper* effects can be used on their own, or superimposed on a video signal – which means that a *Bit Bopper* programme can

be overlaid on a pop video. The Light Jockey can instruct the *Bit Bopper* to produce its own effects randomly, in synchronisation with the audio track or can drive the system manually in real time.

Words can hardly do justice to the complexity of the effects that may be produced with the *Bit Bopper* – it is, after all, meant to be part of an audio-visual entertainment system, and really needs to be experienced. Technation are still beaver away, adding more and more effects to their system but the demo software is sophisticated enough for them to take on the road to audio visual companies. If a backer is forthcoming, the *Bit Bopper* and Light Jockey could soon be a vital ingredient of every high tech disco show. ●

COMBINING TECHNOLOGY WITH IMAGINATION

Technation. Set up in 1982 by Alex Blok, Technation has remained low-profile – you probably haven't heard of it, but as a BBC, PCW, CPC, C64 or Amiga owner you will certainly have heard of, if not owned, software produced by Technation. They are the people who claim to have produced the first DTP software in Europe, and arguably the world – remember *AMX Pagemaker* for the BBC? Potential wrangles with the American giants Aldus, who also came up with the 'Pagemaker' name and DTP software at roughly the same time, led to Technation's prod-

uct being renamed *Stop Press*. After its debut on the BBC computer nearly five years ago, *Pagemaker/Stop Press* was rewritten for the C64, and then for the Amstrad CPC and PCW machines, each version meeting with rave reviews in the specialist press.

In 1987 Technation turned its attention to the Amiga, producing *Amigamagic*, a demo for Commodore UK that incorporates *Sampled Sound Studio*, an interactive rolling demo, a 3D animation system and a computerised User Guide. This was followed



The world's first Light Jockey: Alex Blok sits down in front of Emission Control, the Archimedes that runs software that controls a *Bit Bopper* programme of visual effects and music. Essentially, it's an on-screen audio/video mixing desk that he's playing with.

The full breakdown of the Project Flashdance crew goes as follows... Concept, graphic design and Emission Control code, Alex Blok; Emission Control and Emission Processor code, Neil Lee; Audio hardware, Andrew Fisher; Video digitiser hardware, Mike Harrison; Video genlock, Wild Vision.

by the design for an Amiga product, *Sample Studio*, published by Dattel – Technation also co-wrote the code.

Then at the end of last year, Technation decided to start publishing in its own right. *GetSet Type-set*, a utility for the PCW version of *Stop Press*, is being published in-house, but Technation is not going to end up as a software house. The team is committed to innovation, and for the last couple of years has been using receipts from commercially-published projects to fund research and development on projects for the future.

FULL WARNING STATUS: CONDITION RED

BLASTEROIDS[®]



AMIGA SCREEN SHOTS



THRUSTER ● LAUNCH!
WARRIOR ● LAUNCH!
SPEEDER ● LAUNCH!

STRAIGHT FROM THE ARCADES COMES *BLASTEROIDS*, TENGEN'S CLASSIC MIX OF ONE OR TWO PLAYER ACTION. WITH FULL POWER-UPS, RIP-STARS, SHIELDS, DOUBLE-UP AND MORE, THIS IS THE COIN-OP CONVERSION OF 1989.

AND BEWARE – MUKOR AWAITS!

COMING SOON FOR COMMODORE AMIGA £24.99; ATARI ST £19.99; C64 SPECTRUM, CPC AND MSX DISK £14.99, CASSETTE £9.99.



© 1987 TENGEN. ALL RIGHTS RESERVED. © 1989 MIRRORSOFT LTD. ALL RIGHTS RESERVED.

HEADWAY HOUSE, 66-73 SHOE LANE, LONDON EC4P 4AB, TEL: 01-377 4645.

THE WORLD'S No. 1 ARCADE GAME

OPERATION WOLF



ocean

OPERATION WOLF

THE ARCADE SENSATION OF THE YEAR – Six levels of thrilling coin-op action are brought to life on your home micro. Without fast and accurate shooting skills you will never complete your mission which takes you through steaming jungles and enemy strongholds as you

Licensed from © Taito Corp. 1988.



attempt to liberate the prisoners and secure a safe getaway. With all the original arcade play features – magazine reloads, energy bottles, hidden supplies, rocket grenades and much, much more.

ATARI ST
£19.95

AMIGA
£24.95

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS

WIN A 2000 YEAR OLD COIN



ACE and Actual Screenshots, CRL's new label, are teaming up to offer a lucky reader the chance to own a coin that was legal tender before the birth of

Christ. It's a Silver Denarius of the sort issued between 83BC and 30BC, and the first prize winner in our *I Ludicrus* competition will collect this piece of small change along with a copy of the game on the ST or Amiga.

Five runner-up prizes of VHS copies of the classic Carry On film Carry On Cleo are also on offer, cunningly complemented by a free copy of *I Ludicrus*, and then by way of consolation we have a further ten copies of the cute gladiatorial beat-em-up to send out to ten more successful entrants.

Poor old Ludicrus, a short and puny staff writer of a Roman soldier finds himself in a bit of a predicament in the latest release from Actual Screenshots. Ludicrus was boasting one evening that he could take on the combined might of the Emperor's gladiators and defeat the lot of 'em, no trouble. Sadly for Ludicrus, the Emperor got to hear of his drunken boast, and has had him arrested and thrown into the arena. The game starts as Ludicrus squares up to the first of his formidable opponents. Can you fight a path to freedom for the little legionary? Well, enter the competition and you might get the chance to test your combat skills without parting with any hard-earned cash.

Answer the five questions, complete the entry form and post it to **I LUDICRUS, ACE MAGAZINE, 4 QUEEN STREET, BATH, AVON, BA1 1EJ** making sure your missive arrives in our office before 2nd April.

Usual competition rules apply.



FIVE LUDICRUS QUESTIONS

1) What's a Roman Urn?

NAME

2) Whats Grecian 2000 for?

ADDRESS

3) Who built Hadrians wall?

.....

4) Where is Caesar's palace?

.....

5) What sort of Centurion carries a gun?

.....AGE.....

COMPUTER OWNED

.....

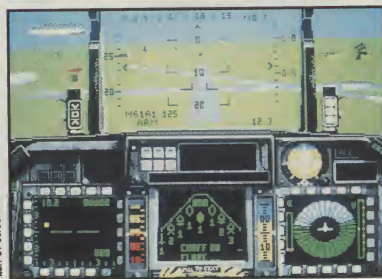


THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

It is daybreak. You join the other pilots in the squadron crewroom to discuss objectives for the day ahead. Tactics, combat manoeuvres; all are captured completely by F-16 COMBAT PILOT. During your pre-flight briefing you instruct the ground crew on weapon loading and plan your attack...

The threat of imminent destruction and the stress of high-g combat you take in your stride. Your training perfected, you are now master in all five roles of the F-16, from air-to-air interception to interdiction strike.

F-16 COMBAT PILOT



**BLACK
BOX**
SIMULATION

Atari ST Screen

But now – Operation Conquest – the conflict you hoped would never happen. Aircraft, ground forces and the entire strategic infrastructure is under threat.

You haven't faced anything like this before... ever!

ORDER YOUR F-16 COMBAT PILOT NOW.

Simply phone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.



Digital Integration Limited,
Watchmoor Trade Centre,
Watchmoor Road, Camberley,
Surrey GU15 3AJ (0276) 684959.

SCREEN TEST

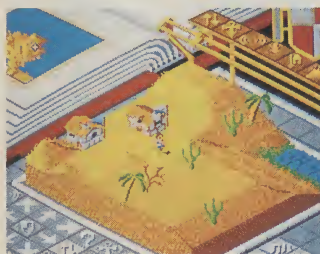


No doubt about the biggest game of the issue and indeed the year so far – it's **POPULOUS**. The game that's good enough for gods. Playing it can seriously inflate your ego and cause untold suffering to large quantities of helpless little humanoids...

The 1990 version of **BALANCE OF POWER** also races past the 900 mark, and also places the power of life and death over nations in your hands. It's the most realistic and absorbing simulation of global politics there is. Success is measured by tiny victories and failure by total nuclear holocaust.

Infocom's venture into the world of graphics and role-playing, **BATTLETECH**, also receives a very warm welcome. It plunges you into a world of hi-tech weaponry, mass destruction and a tricky quest.

Wargamers get a treat for the second month running, this time through **BORODINO**, a war game with great graphics as well as strategy. Once more unto the disk drive, friends, once more...



THE RATINGS

HOW THEY'RE CALCULATED...

If you buy a game, how much enjoyment will you get out of it, and for how long? Just check out our revolutionary PIC (Predicted Interest Curve) for the full story. Brilliant arcade games start high on the curve, and then steadily tail off as you lose interest; powerful puzzle games may ride the crest of the curve for months – but the moment you solve them they'll come tumbling down; complex strategy games may stump you at first – but climb up the scale as you begin to appreciate the scope of the gameplay. And as for the turkeys – they start low, stay low, and have nowhere to go but down, down, down.

Once you've seen how long the game can hold your attention, all you need to glance at is the renowned **ACE RATING**. This is calculated according to the area under the PIC. The bigger it is, the better the game. Add to that our

definitive ratings for IQ Factor (will it give your brain cells a work-out?) and Fun Factor – a measure of instant appeal and exhilaration as you dive into the game. Then there's the **ARCADE ACCURACY** rating, used where appropriate, to report on how good a job the programmers have done with the conversion job on a game that began life in the coin-op arcade. Of course, we rate the Graphics and Audio effects too...for EVERY machine the game's available on, giving the full picture, no matter which machine you own

WHY YOU CAN RELY ON THEM...

The ACE reviewing team covers a broad spectrum of computer entertainment talent. Andy Smith wouldn't know hexadecimal from a hole in the ground, but can wipe the floor with any number of aliens. Bob Wade (ex-Personal Computer Games, Zzap!64 and Amstrad Action) has played more computer

games than any sane person ought to, while Steve Jarratt (ex-Zzap!64, Crash, Commodore User, industrial chemist... eh?) makes up the third member of the in-house reviewing team. Add Steve Cooke on adventures (ex-PCG and formerly columnist for magazines ranging from Zzap!64 to Your Sinclair) and count in our new Editor, Graeme Kidd, who has over five years' worth of professional gameplaying under his ample belt (and a list of credits even longer than his moustache), and you've got age and experience as well as youthful enthusiasm.

Every game on the following pages has been seen by all of us. We compare notes, express differing opinions, and only then do we decide who's to take final responsibility for getting our views into print. What follows, then, isn't just a collection of casual comments, but the definitive ACE verdict on this month's software. We've checked it out – now you can too.

ACE RATED

BALANCE OF POWER 1990 Mindscape	59
POPULOUS Electronic Arts	40

REVIEWED

ANDES ATTACK Llamasoft	62
BAAL Psyclapse	62
BATTLETECH Infocom	43
BILLIARDS SIM Infogrames	62
BORODINO Atari	55
CAPTAIN FIZZ Psyclapse	44
CIRCUS GAMES Tynesoft	62
COSMIC PIRATE Outlaw	44
DRAGON'S LAIR Readysoft	48
DUGGER Linel	62
GALDREGON'S DOMAIN Pandora	56
GL HOTSHOTS Gremlin	56
G.NIUS Lankhor	56
HIGHWAY HAWKS Anco	62
HUMAN KILLING MACHINE US Gold	62
JOURNEY TO CENTRE OF THE EARTH Rainbow Arts	44
MINI GOLF Gremlin	62
PALADIN Omnitrend	48
RAMBO III Sega	60
RAMPAGE Sega	60
RASTAN Sega	60
REALM OF THE TROLLS Rainbow Arts	62
ROGER RABBIT Buena Vista	62
R-TYPE Sega	60
SLIPSTREAM Microdeal	62
SPACEBALL Rainbow Arts	62
STORMTROOPER Creation	56
STREET FOOTBALL Epyx	62
SUPERMAN Tynesoft	48
TEENAGE QUEEN Infogrames	62
WANDERER Elite	50
WILLOW Mindscape	50
ZANY GOLF Electronic Arts	62

SCREEN TEST SUPPLEMENT

UPDATES..... 83
Three pages of version updates giving the verdict for your computer.

BUDGET..... 86
Round-up of the latest in budget games.

TRICKS'N'TACTICS..... 71
All the best tips for beating all the best games.

963

Look closely at your armchair. Does it resemble Mount Olympus, the Seat of the Gods? Currently, perhaps not – but in *Populous* that's exactly what it can become, as you look down on a world in which you have divine powers, and influence the lives of the population at the touch of a mouse button.

As a Divine Being, the more followers there are to worship you, the more power is put at your disposal to influence worldly affairs to your own advantage – and you're going to need a few advantages in order to survive. Why? Because it's war down there.

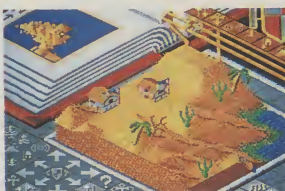
Another bunch of people living there follow a rival deity (controlled by either the computer or a friend, who can be sat right next to you or playing miles away via a modem or datalink cable) and these worlds aren't big enough to support both tribes, so one has to go. And that's where you come in.

First thing to do is build up a good following. This is achieved by ordering your meagre population (which starts at about three tiny men, each representing a tribe) to settle. In this mode, the tiny men wander the countryside looking for flat pieces of land to build houses (representing towns and villages) on. The flatter the immediate surroundings, the more advanced a house the little chaps can build – up to a castle. The more advanced the dwellings, the faster your power builds up and the greater the population's technology level, which helps later when it comes to fighting.

So what if the land is too uneven to build on? Easy: flatten it for them. Using the left mouse button, click on a piece of land and, lo and behold, a small hillock appears! This is very handy for filling in gaps between other hills and thus creating flat land. The right

POPULOUS

A little divine intervention from ELECTRONIC ARTS



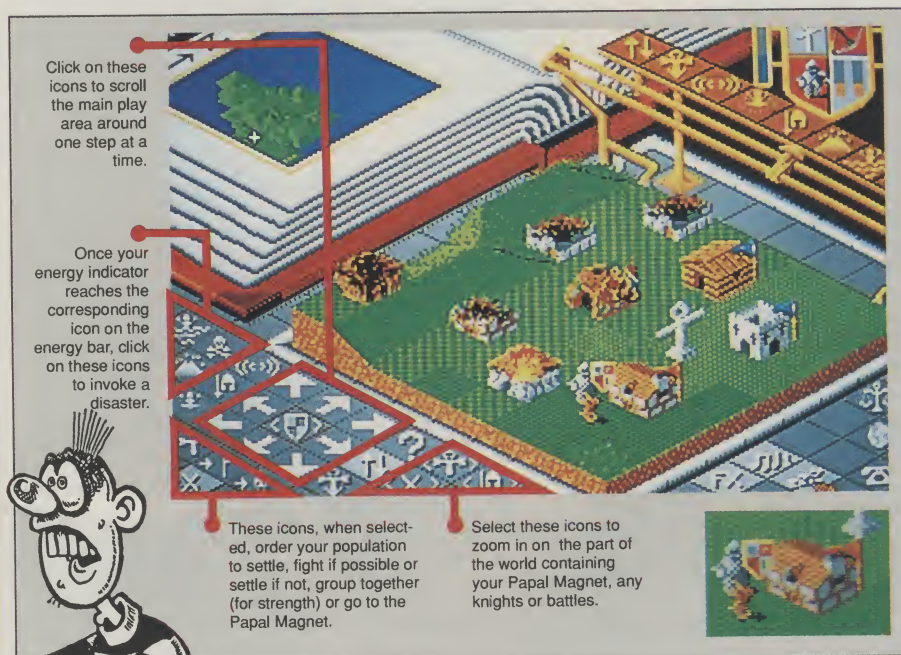
A Desert World – your followers, having run out of flat land to build on, are idle in their houses. You won't gain power until they populate more land...



...so level the land off and they'll be encouraged to go forth and multiply! Remember – the flatter the surrounding land, the more advanced the dwellings.

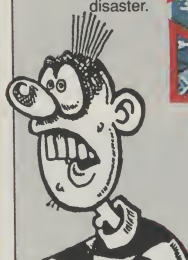


See? They have been tempted. If you now level off the rest of this part of the coast, they will hopefully move onto that as well.



Click on these icons to scroll the main play area around one step at a time.

Once your energy indicator reaches the corresponding icon on the energy bar, click on these icons to invoke a disaster.



These icons, when selected, order your population to settle, fight if possible or settle if not, group together (for strength) or go to the Papal Magnet.

Select these icons to zoom in on the part of the world containing your Papal Magnet, any knights or battles.



RELEASE BOX

ATARI ST	£24.95dk	April 89
AMIGA	£24.95dk	April 89
IBM PC	Version possible, price TBA	

LANDSCAPE GARDENING

Populous contains three games. The tutorial game speaks for itself, the custom game allows you to alter over 60 game parameters (making the opposing deity as tough or as soft as you wish) and the campaign game consists of over 1,000 increasingly-difficult worlds. Like *The Sentinel*, you don't have to play through all the land-

scapes in the campaign game at one sitting: the next world you play depends on the score achieved, and you can access the last world played by simply typing in its name.

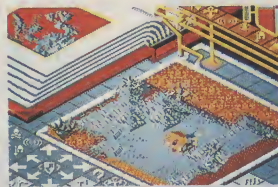
As well as the difficulty of the opponent increasing, the climates of the worlds change, affecting how your population reacts. For

example, *Grass Worlds* are the most friendly, whereas *Ice Worlds* are inhospitable places where it can be difficult to persuade followers to leave their cosy homes to settle in other areas.

Desert and Fire Worlds are also harsh and the people tend to die young. This may not sound too worrying, but you do have to change strategy to compensate. For example, if you're used to having lots of knights wandering around a *Grass World* bumping off the enemy, you may be in for a nasty surprise when you try that tactic on a *Desert World*, where knights tend to die off before they can travel far or do much damage.



A Snow World. Life is harsh in this climate.



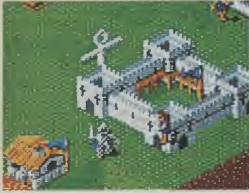
A Fire World. Boy! That sea is dangerously hot!

mouse button has the reverse effect, so by creating and digging out pieces of land you can encourage your population to grow.

Right, the population's growing nicely, your power is increasing and it's a lot of fun playing with the landscape. But your people aren't populating the more remote areas lovingly created for them – what to do? Simple, make them journey to settle by placing what's known as the Papal Magnet in the right spot. The Papal Magnet is a kind of religious icon, a monolith that your population is attracted towards when put in 'Go to Papal Magnet' mode.

If your followers have a leader they all head towards the leader who in turn heads for the Magnet, but if you have no leader they head directly for the Magnet and the first to reach it becomes the new leader. Leaders can be fun guys, especially since you can turn leaders into knights, who immediately set off for the nearest enemy settlement, kill the inhabitants and burn down the houses, destroying the land which the community was using to sustain itself. Knights remain on the rampage until they're eventually killed.

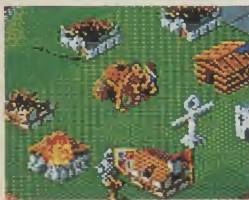
Once you get your people in the right



Gain enough energy and you can turn your leader into a knight.



Knights set off in search of enemy dwellings, fight the occupants then burn the houses.



It's tough to build around burnt-out houses, so to get rid of them, dig them down to sea-level.

place, all you have to do is switch them back into Settle mode and they'll populate the right area. Assuming things are going well and the other player appears to be struggling it might be a good idea to switch them to Battle mode. Then they'll look for enemy houses and fight the inhabitants, taking over the house if they win. If there are no baddies in sight they'll settle as normal. This is a handy way to polish off the last of the other player's followers, so destroying the power of the opposing god, and winning dominance over the whole world. Then it's on to another world, a new kind of landscape and another challenge.

Populous is a terrific game. The 1,000 worlds alone will take months to play through – and don't expect to win each one – but the ability to play against a friend (especially a remote one) increases the lasting interest even more. Unless you're the world's most obsessive shoot-em-up fan, you're bound to enjoy playing Populous for a long, long time.

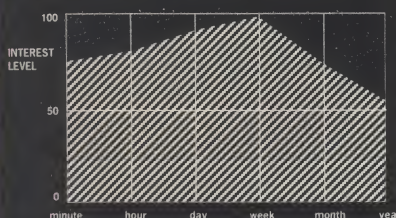
● Andy Smith

AMIGA VERSION

Terrific graphics, well presented, are complemented by life-like sound effects and eerie choir-like music. Absolutely wonderful stuff that will keep you playing and playing. Bullfrog are going to find this one a tough act to follow.

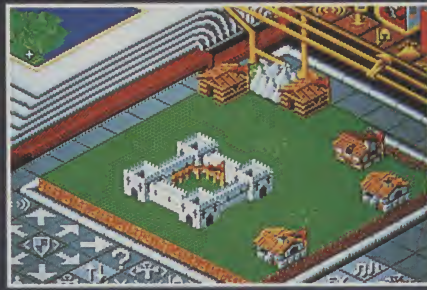
GRAPHICS 9 IQ FACTOR 6
AUDIO 8 FUN FACTOR 9
ACE RATING 963

PREDICTED INTEREST CURVE

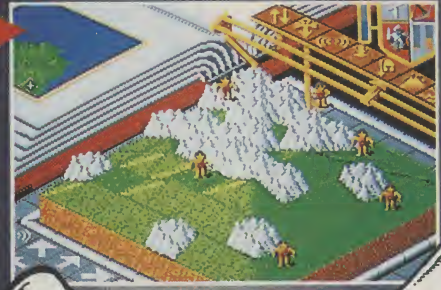


AMIGA //

If only every Amiga game was as good!



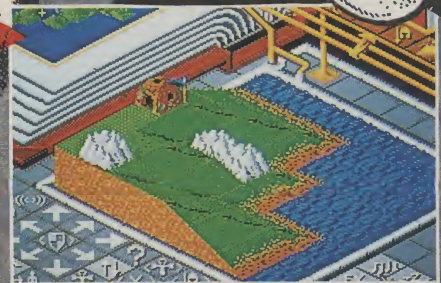
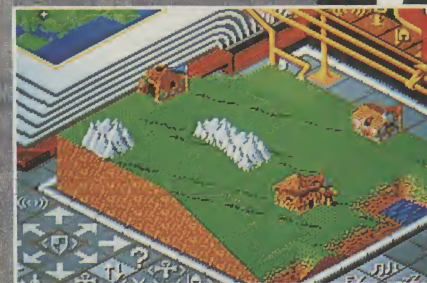
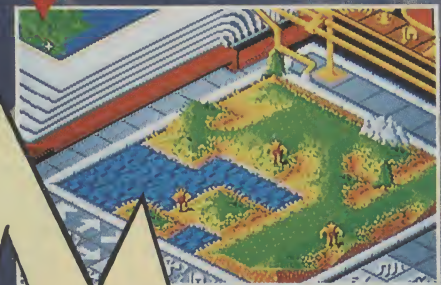
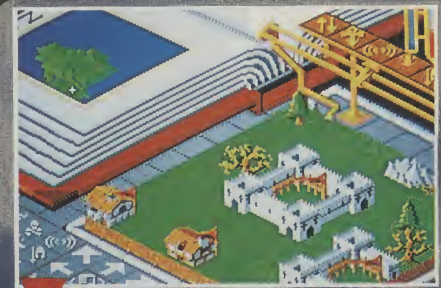
Knights may be nasty pieces of work, but if you really want to upset the other god, try throwing a natural disaster at him. Volcanoes (Above) not only destroy houses, but also throw up large boulders that are limiting to build around and can only be removed by lowering them into the sea.



Earthquaking (Right) a part of enemy territory is not quite as deadly as a volcano but still fun, destroying buildings and removing huge chunks of land. If he has built on low-lying land, a timely earthquake can have some of his people floundering in the water, and if he doesn't build land under them quick, they'll drown.

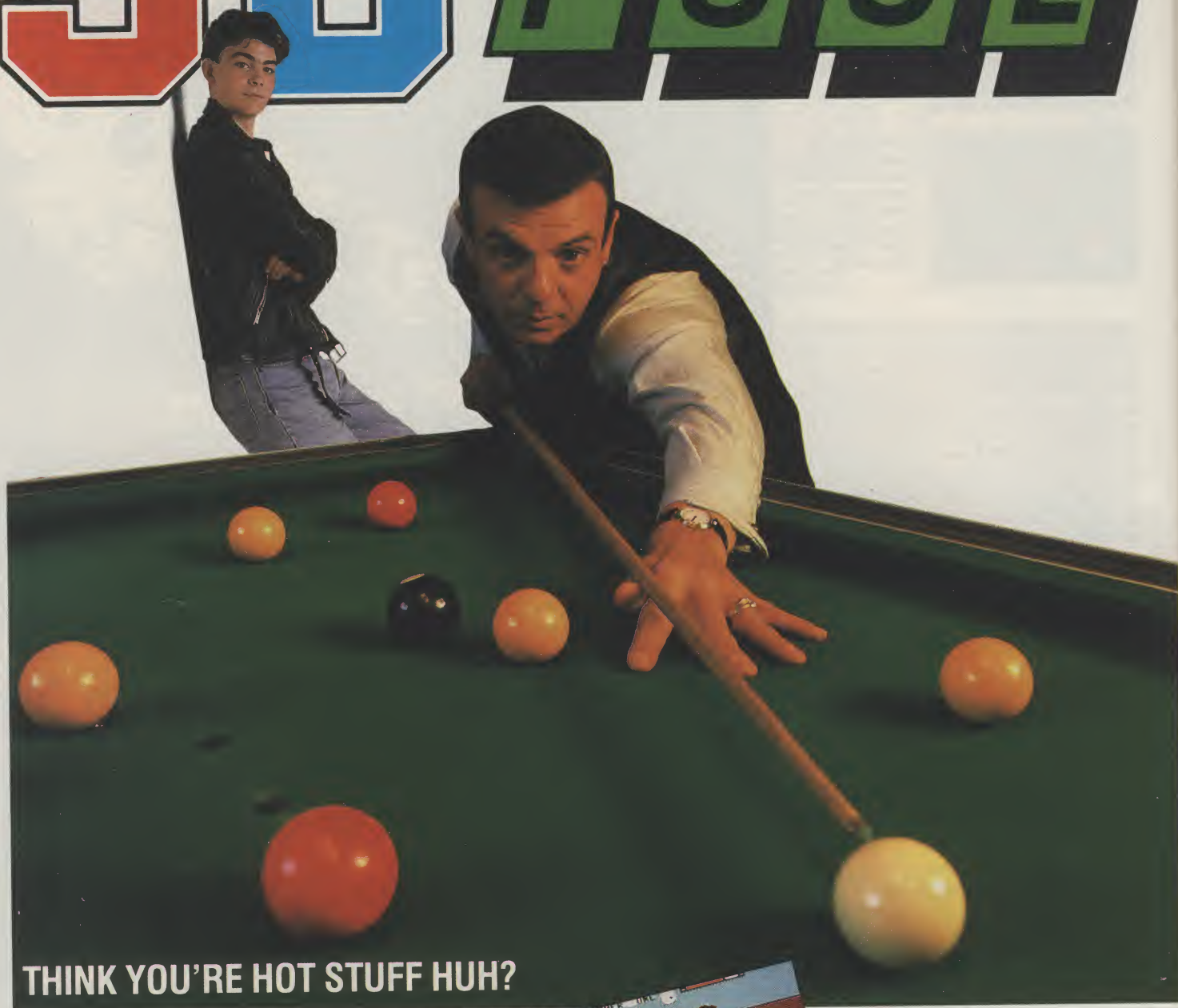
An equally effective means of getting rid of some of his chaps is to stick a swamp somewhere in his territory – any of his followers wandering into it will be swallowed up.

Even less subtle than volcanoes are floods (Below). The water table rises over the whole world, hopefully covering most of his territory.



Flooding, before and after. Encourage your population to settle on high, flat areas and if your opponent's none too smart he'll content himself with populating the low-lands. Activate the flood and Bingo! Most of his population will be wiped out!

3D POOL



THINK YOU'RE HOT STUFF HUH?

Well here's your chance to prove it.

European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

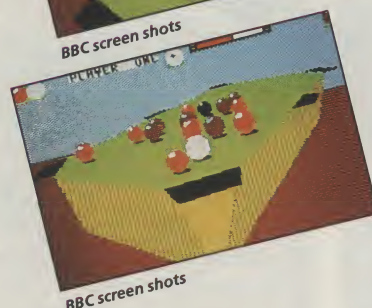
Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

Cue up for a shot at big Joe.



BBC screen shots



BBC screen shots

Pocket 3-D POOL on . . .

Atari ST	£19.99
Amiga	£19.99
IBM	£19.99
Commodore 64 Cassette	£9.99
Commodore 64 Disc	£12.99
Amstrad Cassette	£8.99
Amstrad Disc	£14.99
Spectrum	£7.99
MSX	£7.99
BBC/Electron	£8.99
Archimedes	£19.99



A LEGEND IN GAMES SOFTWARE



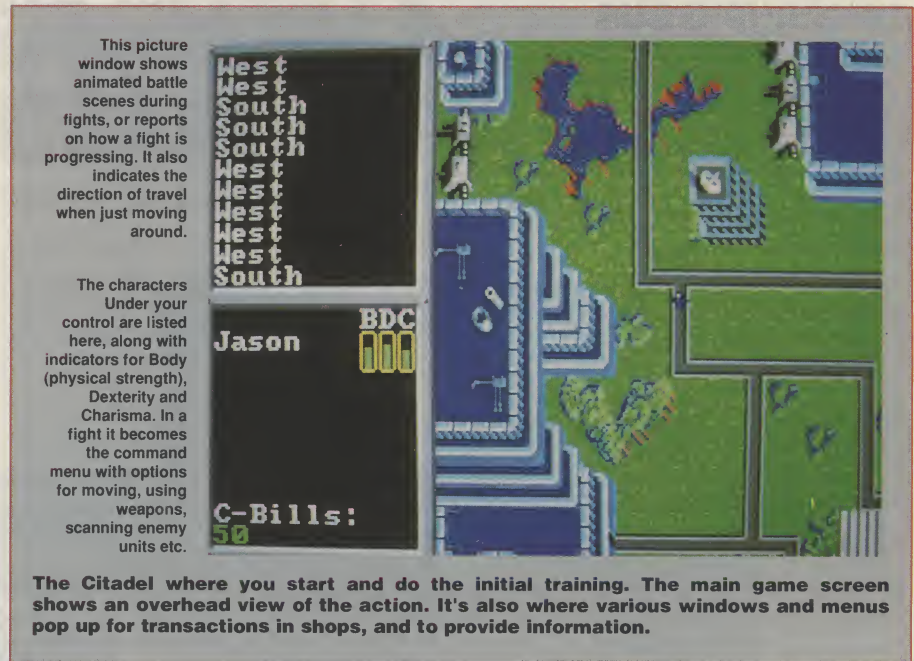
Telecomsoft, First Floor, 64-76 New Oxford St,
London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

SYNONYMOUS with the very best in text adventures is the name of Infocom. Now they are turning their talents to role-playing games. *BattleTech* is well known among RPG fans, rather for violent conflict than for character development. Ironically this makes it a much better bet for success on computer than other, more involved games.

The *BattleTech* games are set in the 31st Century, when five warring nations fight it out using hi-tech robots called BattleMechs. The 'Mechs are similar to those robots in children's cartoons which have all manner of wacky weaponry, but there's no messing about with transformations into seemingly harmless kitchen utensils – these 'Mechs aren't about to disguise any of their metal-mashing armoury.

This first *BattleTech* scenario, set on the planet of Pacifica, is sub-titled *The Crescent Hawk's Inception* and centres around a young chappie called Jason Youngblood. You control him as he learns how to become a 'MechWarrior and – subsequently joined by several other characters – tackles a difficult quest.



BATTLETECH

INFOCOM swap text for 'Tech

You start in the training school where 'Mech combat training is the main order of the day. There are many other things to do, however, most of them essential to successful completion of the quest. Dealing in stocks and shares is the best way to make big money: money which is needed to pay for combat training, buy armour and weapons, and learn skills in tech and medicine. Most expensive of all is customising a 'Mech with non-standard weaponry.

Once JY graduates from the training school – and this will happen abruptly – his main job is to map out the rest of Pacifica. This takes time, and many hostile forces must be engaged after leaving your home town. An expensive terrain



Entering the Mech-Lube where 'Mechs can be repaired, tech skills learnt or a 'Mech customised.



Battling with two 'Mechs during a training mission.



Out in the open you encounter an enemy group. Will you take them on or try to escape?

RELEASE BOX		
ATARI ST	Price TBA	AUG '89
AMIGA	Price TBA	AUG '89
C64/128	Price TBA	IMMINENT
IBM PC	£29.99dk	OUT NOW

mapper can be acquired, which will speed things up considerably and make finding towns much easier.

Most of the other towns have hospitals, armouries, 'Mech repair centres and lounges. Here other characters can be found and persuaded to join the quest, adding their skills to the team's capabilities.

The 'Mech battles can be handled by the computer, which performs well. There are plenty of opportunities to practice combat out in the open, against both 'Mechs and groups of humans on foot. Humans are easy meat for a 'Mech, but if you're on foot a fight with anyone could prove fatal. Combat practice and money

can also be gained at an arena where you can go head-to-head with another 'Mech. Defeat, though, is costly.

Factors affecting the outcome of a battle include the terrain, weapons used, which opponent is tackled first and how much you move around. The computer can generally be trusted to do a good job against an inferior or equal force, but against a stronger opponent more cunning strategies from the human mind are needed.

After a while 'Mech combat becomes incidental to the quest part of the game. Exploring Pacifica is a big job and every town will have to be visited at some point. Frequent saving is handy too because you never know when disaster will strike.

BattleTech does not have quite the level of puzzling you would expect from an Infocom game, but it combines the 'Mech combat and quest elements well. The only problem is that because the game is addictive you may solve it quickly, and it only has limited replay potential. A great start though, and it looks as if there will be more *BattleTech* games on the way.

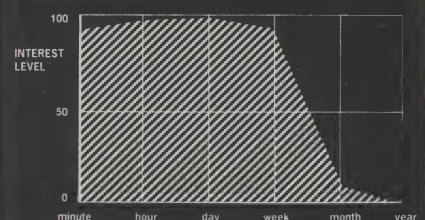
● Bob Wade

PC VERSION

The VGA and EGA graphics are pretty darn good and even in CGA events are clearly depicted. Not much sound for accompaniment though.

GRAPHICS	6	IQ FACTOR	7
AUDIO	1	FUN FACTOR	5
ACE RATING 801			

PREDICTED INTEREST CURVE



Very absorbing and challenging, but you might complete it rather too quickly.

UNSCRUPULOUS members of the military have concocted a devious method of gaining new recruits by cloning. A normally routine tonsillectomy now results in the somewhat confused patient regaining consciousness on another planet, with a genetically identical copy in tow and facing hordes of rampaging creatures. A most unpleasant welcome to the Queen's Cloned Highlanders.

The freshly press-ganged Captain Fizz and

CAPTAIN FIZZ MEETS THE BLASTER-TRONS

PSYCLAPSE play a duet

his brother-in-arms have been beamed aboard the planet Icarus to purge a huge installation infested with Blaster-Trons. After negotiating all 22 levels of the flick-screen complex, they must reach and disconnect the deranged central computer that's creating the Blaster-Trons.

CFMTB gives the Gauntlet theme another twist by featuring a simultaneous split-screen

display and dedicated two player action. In fact, the packaging states that it's impossible to complete the mission alone, so computer hermits should steer clear from the outset.

Both players move individually, but must co-operate in order to solve puzzles and progress through the maze-like installation. Additional ammo and armour can be collected,

RELEASE BOX		
ATARI ST	£14.95dk	OUT NOW
AMIGA	£14.95dk	OUT NOW
SPEC 128	Price TBA	IMMINENT
AMSTRAD	No version planned	
C64/128	Price TBA	IMMINENT
IBM PC	Price TBA	IMMINENT

ST VERSION		
Twin screens necessitate small playing areas, but the tiny graphics are clear and neat, being functional rather than aesthetic. The blasting action is accompanied by a mere four separate sound effects – adequate for the job in hand, but hardly the products of a vivid imagination.		
GRAPHICS	6	IQ FACTOR 4
AUDIO	3	FUN FACTOR 7
ACE RATING 754		



(Right) Shooting the last grey 'L' block sees the circular lift entrance open, allowing Blue to enter.

(Left) If Blue selects the octagonal switches in the right order, a row of green lights appears and the glowing green force field is deactivated, allowing Red to scurry past.

COSMIC PIRATE

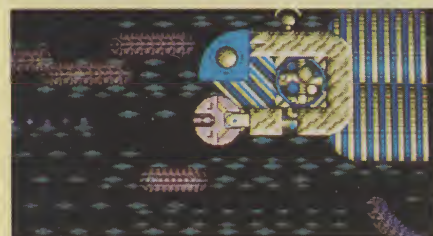
OUTLAW hoist the Jolly Roger



Amiga – In deep space, fighting off hordes of marauding fighters.



Amiga – Combat continues. The little planet-like objects are tokens.



Amiga – Run for home with a ship in tow.

MAKING crime pay is the aim in this latest from the Outlaw stables as you play Guy Manly, a dude with a dodgy past out to make it rich in the tough world of intergalactic organised crime.

On board NEST 51 Guy encounters The Council, who are the meanest, baddest mothers this side of the Andromeda Nebula and only happen to be behind every crooked show in the galaxy. To prove himself Guy must make them (and hopefully, you too) pots of money by zipping around space hijacking innocent space truckers in order to pinch their trucks, tow them back to base and flog the cargoes.

Before setting out on a first hijacking mission, you need to convince The Council that you've got what it takes to survive. Thoughtfully, they have installed several mission simulators at the base to give a taste of what you can expect to find in space. And what, exactly, can you expect to find in space?

For a start, there's a multitude of aliens of various shapes and sizes, out to destroy your ship. Secondly, there are hyperspace beacons, providing short-cuts from one sector to another, which you need to use to reach the same sector as the space truckers. Once in the same sector as a truck, you only have to follow the icon to the ship and then shoot it a few times before docking with it and bringing it in for a reward.

Unfortunately, warping from one sector to

AMIGA VERSION		
The graphics and sound are great and it plays well. The missions are fun for a while, but do become repetitive eventually.		
GRAPHICS	8	IQ FACTOR 5
AUDIO	8	FUN FACTOR 8
ACE RATING 786		

RELEASE BOX		
ATARI ST	£19.99dk	OUT NOW
AMIGA	£19.99dk	OUT NOW
SPEC 128	Price and release date TBA	
AMSTRAD	Price and release date TBA	
C64/128	Price and release date TBA	
IBM PC	No version planned	

another costs points, and the only way to collect points is to shoot aliens. It takes a long time to mount up points merely by alien-bashing, but luckily the aliens often drop pods which can be collected to increase your score, or reduce your damage level. Allow the damage meter to reach the top, and you'll have failed the mission and will have to do another simulator session before The Council will allow you to go out again.

As you gain experience The Council allows you to undertake increasingly dangerous missions, which usually mean you're hyperspaced further away from the target and have to spend longer blasting aliens to gain points to travel

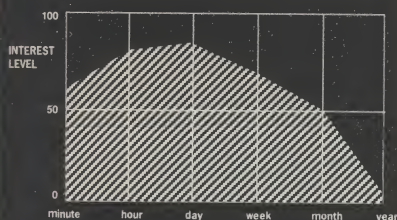
together with colour-coded keys which open doorways. Credits may also be traded in to revitalise a player's flagging health status.

A pleasant mix of blasting, strategy and puzzling makes *CFMTB* compelling and entertaining. An interesting change of direction for *Psychapse*, a welcome price tag and a good excuse to invite a friend round for a blast.

● Steve Jarratt



PREDICTED INTEREST CURVE



Great fun, for as long as both players can maintain their mutual concentration.

through hyperspace beacons. After surviving a few missions you will have earned enough to start thinking about upgrading the ship with better weapons, faster engines and so on.

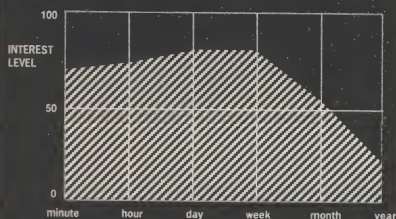
Cosmic Pirate is a fun shoot-em-up. Ultimately it lacks depth in gameplay, but the increasingly difficult missions sustain the interest for a while.

● Andy Smith



Amiga - The sector map screen where you plan a route to riches...

PREDICTED INTEREST CURVE



An entertaining shoot-em-up that's marred by the repetitiveness of the missions.

JOURNEY TO THE CENTRE OF THE EARTH

Going underground with RAINBOW ARTS



This map gives a rough guide to the route you have to take.

The four dials and thermometer indicate your current state of health and supplies.

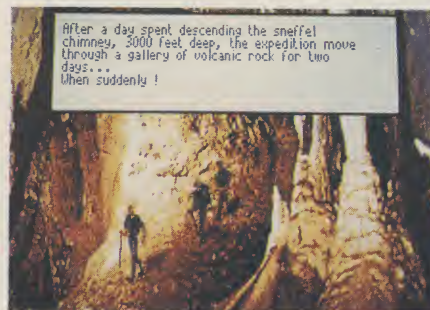
Deterioration in health is also indicated by the character's worsening appearance in the picture.

These four icons allow you to inspect the fossil layer you're in, change the rationing, use medical supplies and pause the game.

JULES Verne liked to go where no man had gone before – if only in print – voyaging around the world in 80 days, 20,000 leagues under the sea and, of course, to the centre of the earth. Readers, and later filmgoers, delighted in being taken on these journeys – now computer owners can venture into the realms of the unknown as well.

As might be expected, coming from the team of programmers that produced *Joan of Arc*, the game is presented as a mixture of adventure and strategy elements interspersed with arcade action. The player can choose to take the role of one of four adventurers, each of whom possesses different skills, but play is much the same for any of them.

The task is to find a route linking various locations, descending into the bowels of the earth. Along the way, the character faces a war of attrition against numerous underground dangers. A rough map acts as a guide but the exact route has to be discovered by analysing rock strata and text descriptions of the loca-



There are many delightful backgrounds; this one appears at the start of the game and is followed by a rockfall sequence.

tions. Should the adventurer stray off the route all manner of hurtful surprises await. Injuries can be treated from the medical kit but there's only a limited amount of healing power.

The arcade action sequences require the player to avoid falling rocks, catch water dripping from the ceiling, beat pterodactyls away and circumnavigate herds of stampeding woolly mammoths. Unfortunately the gameplay is woolly too, because all it involves is running left and right to avoid things.

It's certainly a well-structured game, but lacks sufficient content to keep you hooked. When it's completed and the route is known, it will offer little to keep you coming back.

● Bob Wade

RELEASE BOX

ATARI ST £19.99dk OUT NOW

AMIGA £19.99dk IMMINENT

C64/128 £9.99cs • £14.99dk IMMINENT

No other versions planned

ST VERSION

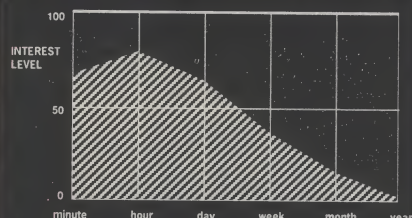
There are attractive still shots and backgrounds. Action sequences are not well animated – the mammoths are hilariously jerky as they thunder forwards. The sound effects are mostly digitised, including the roar of the mammoths and echoing footsteps.

GRAPHICS 5 IQ FACTOR 5

AUDIO 4 FUN FACTOR 4

ACE RATING 579

PREDICTED INTEREST CURVE



Action is sparse and there is little strategy.

The Atari 520STFM



Of £450 worth



MARBLE MADNESS. £24.95
Electronic Arts.



TEST DRIVE. £24.95
Electronic Arts.



BEYOND THE ICE PALACE. £19.95
Elite.



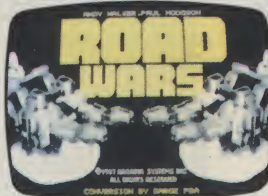
BUGGY BOY. £19.95
Elite.



EDDIE EDWARDS SUPER SKI. £19.95
Elite.



CHOPPER X. £9.99
Mastertronic.



ROAD WARS. £19.95
Melbourne House.



XENON. £19.95
Melbourne House.



ARKANOID II. £19.95
Imagine.



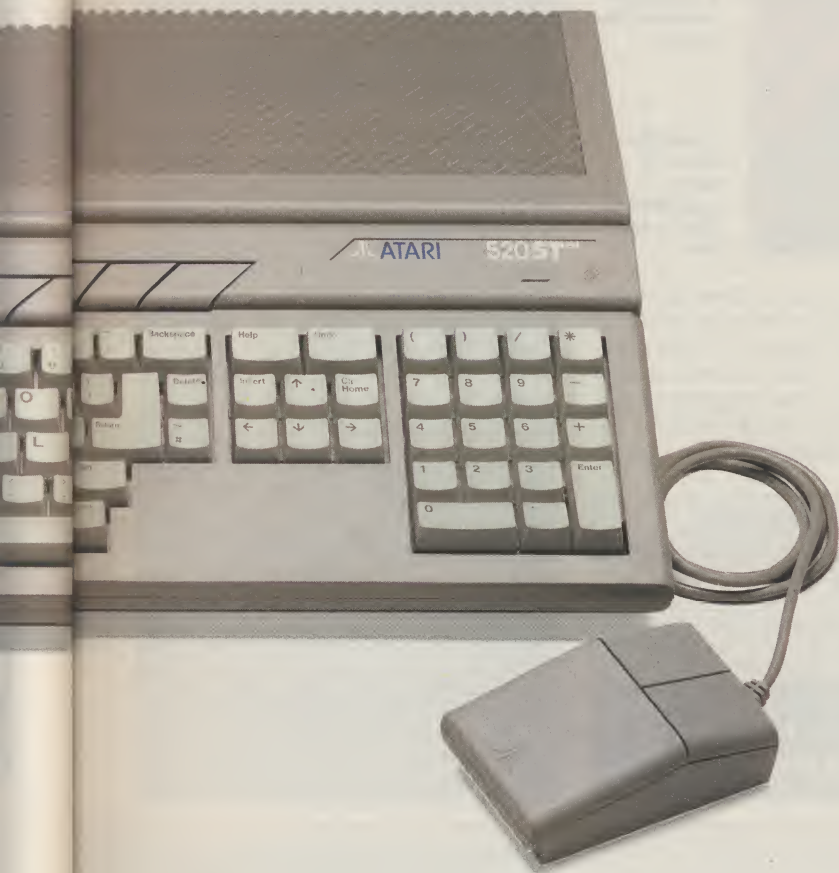
WIZBALL. £19.95
Ocean.

Here it is! The new Super Pack from Atari.
You don't just get the brilliant 520STFM.
We're giving you twenty-two great software
titles that most people would gladly sell their
grannies for.

There's no catch. You really do get the
520STFM and £450 worth of great software
titles for just £399.99.

So make sure you include yourself in this
great offer.*

N £399.99 inclusive.



rt of software.



Please send me details of this and other Atari Products

ACE/4/89

Name _____ Address _____

_____ Postcode _____

Atari Corp (UK) Ltd., Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ

ATARI
SUPER PACK

DRAGON'S LAIR

The READYSOFT six pack



A mistimed swing of the sword...

...and Dirk ends up being grabbed by the tentacles.

WANDER into any arcade of five years ago, and it's a good bet there's a large crowd huddled round one machine, binging in 50ps like there's no tomorrow. Don Bluth's *Dragon's Lair* was one of the first machines to preempt the trendy CDI buzz of today by using Disney-quality animation drawn from a laser disk.

The expensive and unreliable machines soon fell out of favour, but now, Amiga owners with a 1Meg memory (or an A1000) can sam-

ple the delights of the ground-breaking arcade coin-op. All the cel animation and soundtrack of the original has been digitised, and the resulting 130 Megabytes of data compressed on to six double-sided disks. Cue smug-looking owners of a second drive.

The gameplay revolves around the efforts

AMIGA VERSION

The aural and visual excellence of *Dragon's Lair* is beyond doubt, but the game is very repetitive and doesn't take long to complete. Intrusive disk-accessing and swapping prove to be the final nail in the coffin.

GRAPHICS 9 IQ FACTOR 2
AUDIO 7 FUN FACTOR 3
ACE RATING 473

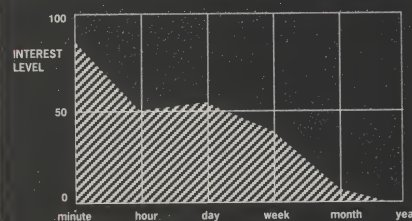
of one Dirk Daring to rescue princess Daphne from the clutches of Singe the Dragon. Daphne has been imprisoned in Singe's castle and Dirk must hack-n-slay his way through booby-trapped rooms, up crumbling spiral staircases and past all manner of creatures in a brave attempt to liberate his beloved.

Dirk's actions are limited to movement left, right, forward and back plus a swipe of his sword, and are dictated by the proximity of monsters or flashing objects which show the direction in which to move – the real trick is in the timing. Depending upon the action chosen by the player, the corresponding sequence is drawn from memory and the next situation is entered.

Many locations require a number of actions to be executed, and progress tends to be a matter of trial and error, simply remembering the correct sequence for next time – a none-too-demanding occupation.

● Steve Jarratt

PREDICTED INTEREST CURVE



Shows off the Amiga's capabilities, but that's unfortunately about all it does.

PALADIN

Because the knight belongs to OMNITREND

A what? A Paladin is a knight-errant or a paragon of knighthood, according to Chambers English Dictionary, and that's what you are in this American cross between role-playing and wargaming. There are ten quests in the basic package, with an additional disk available separately containing another sixteen quests.

Each quest involves a specific objective that must be reached, sometimes within a time limit. For example, the Trojan quest puts you at the head of a small party who must infiltrate a castle and rescue a princess within a game-time limit. Like most wargames, *Paladin* is made up of phases – your moves and combat

followed by the computer's moves and combat – but unlike some, it's for a single player only.

Movement and combat are both restricted by the number of movement points each member of your party has and, in turn, the number of movement points is restricted by the amount and type of objects or weapons the character is carrying. Almost any action in the game requires a quantity of movement points to be consumed – to attack an adjacent enemy, for

(Left) Your men prepare to move in and rescue the princess in the Trojan mission. Survive it and hopefully you'll increase your Paladin's statistics.

(Below) Another quest, and some fearful dragons to avoid or attack. Fortunately that wall's providing cover – but how long will it remain intact?



instance, costs 3 points if you use a sword or 5 points if you use a crossbow, while movement itself costs different amounts depending on the type of terrain to be covered.

Complete a quest successfully and hopefully your Paladin will have his characteristics assessed and improved, making him slightly more powerful as you move through the quests. If your Paladin should be killed, though, you'll have to create a new one before playing again. The quests are fun, the fantasy wargaming side of things gets very tactical at times and it's good to be able to develop your character. A flaw in the game, however, is the inability to move a character through a square that's occupied by someone else, which forces frequent and costly detours.

Paladin is a little simplistic, but if you enjoy chopping up dragons and lobbing fireballs around it can be fun. The quest-builder program included allows you to modify existing quests and create new ones, so it'll keep you busy for quite a while.

● Andy Smith

RELEASE BOX

ATARI ST	£24.95dk	OUT NOW
AMIGA	£24.95dk	OUT NOW
IBM PC	£24.95dk	IMMINENT
MAC	£24.95dk	IMMINENT
Extra Quest disks probably £14-19.95dk		

SUPERMAN

TYNESOFT's man of steel

LAST time Superman popped up on a computer it was to howls of derision. Now Tynesoft have breathed new life into the old hero, sending him into eight action games against his deadliest opponents. Forget the boy, here comes the man.

Each of the eight action sequences is preceded by a comic book page telling the story so far. They don't have to be read every time, but they are nice introductions first time round.

The first sequence is a battle against Dark-seid's Para-demons. They try to reduce Superman's power to zero with fireballs and concussion clouds. All the big S has to do is destroy enough demons and concussion cannons to move to the next stage. Heat vision is most effective for this, but super breath is good for keeping the demons back and the super punch is also active if needed.

The weapons don't change much in each stage, although a super kick and telescopic vision are added to our hero's powers. Having had a behind-the-action *Space Harrier* view in Stage One, we move on to a horizontally-scrolling Stage Two. Flying guardians have to be shot or avoided while travelling along a ship to release two hostages.

Stage Three takes the form of a vertically-scrolling shoot-em-up, in which Super protects the space shuttle from an asteroid storm, avoiding Kryptonite asteroids that weaken his power. In Stage Four it's back to horizontal scrolling to battle past a mean bunch of defence systems.

In all the stages it is very easy to run out of power – not only do enemy hits sap it, but so do your own weapons. A careful eye on the

power gauge and occasional rests can save a lot of frustration.

There really are several different types of game in one here and each one has been well thought out and programmed. The only major gripe is that it gets tough too quickly. However, with a little bit of practice the variety shows through and makes for a most enjoyable game.

● Bob Wade



RELEASE BOX

ATARI ST	£24.95dk	OUT NOW
AMIGA	£24.95dk	IMMINENT
SPEC 128	£8.95cs • £14.95dk	IMMINENT
AMSTRAD	£9.95cs • £14.95dk	IMMINENT
C64/128	£9.95cs • £14.95dk	OUT NOW
IBM PC	£24.95dk	IMMINENT

ST VERSION

Again, the graphics are nothing special but the sound is fine. A simple but challenging game with plenty to keep you playing.

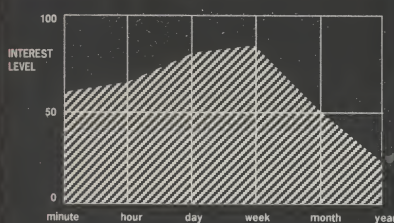
GRAPHICS 5 IQ FACTOR 6
AUDIO 7 FUN FACTOR 6
ACE RATING 761

AMIGA VERSION

The graphics are colourful but simple, leaving you with the impression that a bit more work could have improved the game considerably. Sound effects are good though.

GRAPHICS 5 IQ FACTOR 6
AUDIO 7 FUN FACTOR 6
ACE RATING 761

PREDICTED INTEREST CURVE



AMIGA & ST

Simple but playable stuff with plenty in it to keep you occupied.

(Top left) C64 – Protecting the space shuttle from the asteroid storm. Watch out for the green rocks because they are made of Kryptonite.

(Below) ST – The Para-demons are green and either fly the concussion cannons or shoot fireballs.

C64 VERSION

Only six stages, but just as well programmed as the ST. The loading is a pain with long pauses between the action. Three skill levels make it more playable.

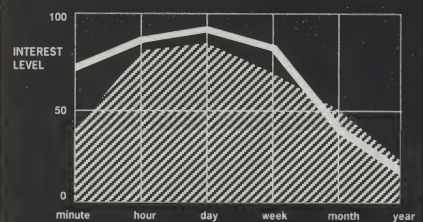
GRAPHICS 7 IQ FACTOR 2
AUDIO 7 FUN FACTOR 7
ACE RATING 752

ST VERSION

Delightful graphics and animation and a passable rendition of the Superman theme.

GRAPHICS 8 IQ FACTOR 2
AUDIO 7 FUN FACTOR 8
ACE RATING 805

PREDICTED INTEREST CURVE



Tremendous variety and challenge, though ST version is difficult and C64 loading poor.



WANDERER

Futuristic feline frolics from ELITE

PSEUDO 3D games have been around almost as long as the Spectrum, but it's rare to find one in true 3D. Elite's *Wanderer* is one such game and to get the full effect you have to wear a pair of weird glasses with red and blue lenses.

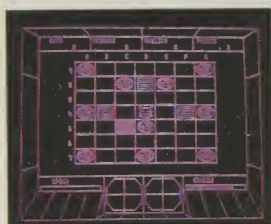
The game is set in the future when cats have become extremely rare and expensive – in fact Earth's last cat has just been stolen by would-be galaxy ruler Vadd, and locked away in his fortress called the Sphynx. It's down to you to get that cat back and destroy Vadd.

First problem is that you'll only get to face Vadd by convincing his guards that you're a fervent admirer of his by offering a gift of 8,000

cats. How are you going to get hold of so many cats? By playing cards, of course.

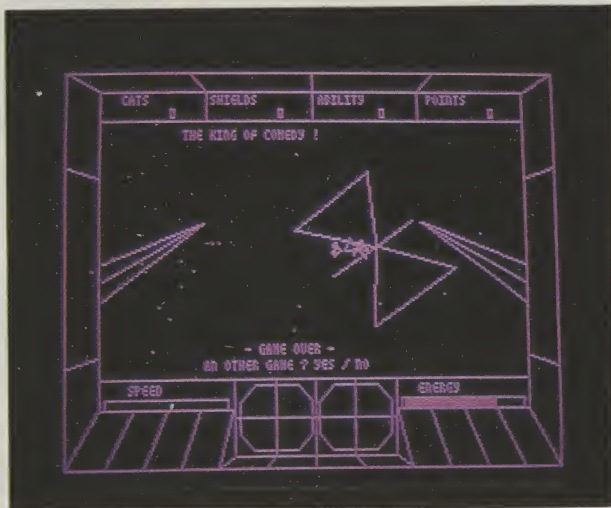
The planets in *Wanderer* are all involved in an inter-planetary game of poker. You start with

RELEASE BOX		
ATARI ST	£19.99dk	OUT NOW
AMIGA	£19.99dk	IMMINENT
SPEC 128	£8.99cs • £12.99dk	IMMINENT
AMSTRAD	£9.99cs • £14.99dk	IMMINENT
C64/128	£9.99cs • £11.99dk	IMMINENT



The Galactic grid.

In 2D mode – of course, you wouldn't be able to see much if we showed *Wanderer* in 3D mode, because it splits the image into red and blue – fighting off a group of marauding aliens before you land on a planet.



two cards and it's a case of shuttling between the planets swapping cards to give the planets better hands than they had before and thus being rewarded with cats. Then you fly off to another planet – avoiding or destroying any other ships you may come across depending on whether they appear to be aggressive – and start jiggling the cards again.

Wanderer is not like the average shoot-em-up. It gets to be quite strategic at times, in the card-juggling amongst planets, which can be fun. Don't expect it to keep you glued to the monitor for months to come, though.

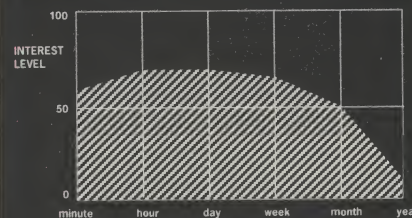
● Andy Smith

ST VERSION

The 3D effect is very good (thankfully you can opt to play in 2D if you wish) but the sound effects are poor. *Wanderer* is not a riveting game, but it can be enjoyable in the short term.

GRAPHICS	7	IQ FACTOR	5
AUDIO	3	FUN FACTOR	7
ACE RATING 682			

PREDICTED INTEREST CURVE



The 3D is nice, but there's not really enough to keep you interested for very long.

BASED on the recent Lucasfilm movie, Mindscape's first solo product (rather than under the auspices of Mirrorsoft) tells the tale of one Willow Ufgood, Nelwyn farmer and unwitting catalyst in the eventual downfall of Bavmorda, evil Queen of Nockmaar.

Born to a common Daikini woman in a Nockmaar dungeon, the baby Elora Danan is found to be the bearer of a prophetic birthmark – she is the child destined to destroy Bavmorda and

IBM PC VERSION

Average graphics, juddery scrolling and stilted animation complement and compound the lame gameplay, while constant disk accessing finally kills any remaining urge to continue. *Willow* does have one saving grace, though: it plays a nice soundtrack at the beginning.

GRAPHICS	4	IQ FACTOR	4
AUDIO	6	FUN FACTOR	2
ACE RATING 238			

become Empress of all kingdoms. In an attempt to save the child, the midwife Ethna rescues the baby from the dungeons and sets the child afloat, Moses-like, on a bed of vegetation. Willow finds the child, and the adventure begins. The story of Willow's fate is portrayed through sub-games based on scenes from the film, all linked through a central storytelling scroll.

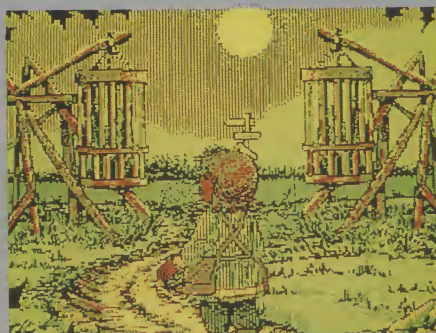
The Lucasfilm logo is usually one to watch

WILLOW

MINDSCAPE minus the light and magic

out for, but in this case it's one to beware. *Willow* provides a collection of six unimaginative and lacklustre games: one is merely a single selection screen, one a simple puzzle, three are maze-based, and the last a dire cross between *Quazimodo* and *Barbarian*. Each may be played independently, and in truth this is to accommodate mapping, without which the game would be impossible. Oh, how the mighty have fallen.

● Steve Jarratt

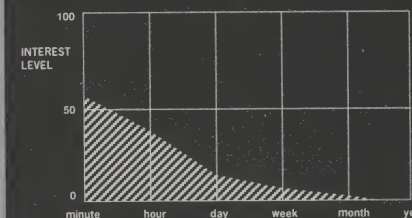


One of the sub-games: select which cage the warrior Madmartigan is in. Taxing, huh?

RELEASE BOX

ATARI ST	£24.99dk	IMMINENT
AMIGA	£24.99dk	IMMINENT
C64/128	£14.99dk	IMMINENT
IBM PC	£24.99dk	OUT NOW
No other versions planned		

PREDICTED INTEREST CURVE



The film's potential has been missed by a mile. A rush 'cash-in' job, perhaps?

Remember...

STAR WARS®



STAR WARS RETURN OF THE JEDI™

They are all highly successful Arcade conversions.

Now the Creator of these Coin-Ops has asked Domark to convert its current range of Coin-Op hits onto your computer.

A new label has been created for this exciting range. It's called

TENGEN*

See a demo of the first Tengen title at your local store now!!

Turn the page for a glimpse into the future...

TENGEN

*Tengen is a subsidiary of Atari Games Corporation

VINDICATORS

Vindicators is a faithful conversion of the popular Coin-Op Arcade hit.

The year is 2525. An armada of fourteen alien space stations approach Earth. Its posture, hostile. Long-range scanners indicate that a direct attack would be useless against the vessels' heavy exterior armor. The only way to destroy the invading force is to infiltrate the enemy with your SR-88 Strategic Battle Tanks, better known as Vindicators. For one or two gamers,



TENGEN

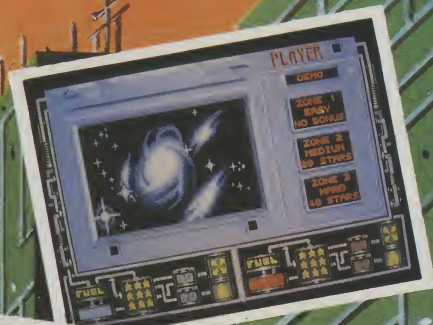
The New Name in Coin-Op Conversions.

VINDICATORS

Vindicators provides incredible action and graphics. It challenges you to negotiate each station's heavily guarded corridors, and locate and destroy its control room.

Besides avoiding and destroying enemy tanks and bunkers, you must constantly replenish your tank's fuel supply with fuel canisters. Throughout the many levels of each station. Special features enable your tank to gain enhanced speed, shot range, shot power, force field or even "Smart shots"

After all the enemy stations have been destroyed, you must still face the evil Emperor of the alien empire. Win and the world cheers with you. Lose and kiss it goodbye.



	Cass	Disk
Spectrum	£9.99	£14.99
Commodore	£9.99	£12.99
Amstrad	£9.99	£14.99
Amiga		£19.99
Atari ST		£19.99

Distributed by **DOMARK**

Ferry House, Lacy Road, London SW15 1PR 01-780-2224

Programmed by Consult Computer Systems.

© 1988 TENGEN

ARCADE MUSCLE

**ASSAULT YOUR
COMPUTER WITH 5
ACTION PACKED ARCADE
SMASHES**

The ultimate collection in death and devastation.
The supreme challenge of skill and
determination that only champions of skill,
strength and stamina should even consider.
*Are you courageous enough to put your
computer through the arcade assault?*



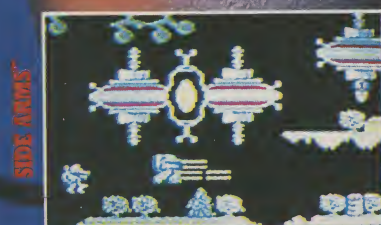
BIONIC COMMANDO™
"One of the most playable
games I've seen in a long
while."
COMMODORE USER

STREET FIGHTER™
"Thoroughly impressive
combat game"
SINCLAIR USER

SIDE ARMS™
"Brilliant 3D coin-op..."
SINCLAIR USER

ROAD BLASTERS™
"Vroom! Boom! &
Doom!" C. & V.G.

1943™
"In 1943 all it is
cracked up to be?
The answer is yes!"
AMSTRAD USER



Screenshots from various formats.



CBM 64/128	tape £12.99	disk £14.99
Spectrum 48/128K	tape £12.99 + 3	disk £14.99
Amstrad	tape £12.99	disk £19.99



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.

SERIOUS and not so serious, wargamers have plenty to smile about these days. If you own an 8-bit machine there are the SSI, SSG and R T Smith games to choose from. On the 16-bit front, there's UMS and a couple of PSS games to try. Now from Atari comes the first of their Battlescapes range for the ST.

Borodino, designed and programmed by a certain Dr Peter Turcan, is a one or two player simulation of the famous battle of 7 September 1812 in which Napoleon commanded the French troops in a confrontation with the Russian army under Prince Kutusov, 70 miles west of Moscow at the small town of Borodino.

The way the game plays is its most revolutionary feature. For a start, you play the part of the Commander in Chief – either Napoleon or Kutusov – and only see the battlefield through his eyes, as if standing on a nearby hillside. This means that you might not have as clear a picture of what's happening as the commanders who are in the thick of it, which can affect the outcome of the orders you give. It is possible to cheat slightly by looking through the eyes of other commanders if you wish – useful while acquainting yourself with the game.

Unlike other wargames, you don't select units in turn, give them objectives and then sit back to watch them try to reach their targets. Instead, orders are addressed to your Corps Commanders who in turn issue orders to their Division Commanders and so on down the chain of command.

The game progresses in 15-minute turns, each Commander in Chief being allowed to issue up to eight orders per turn. Orders are sent – because of the period of the game – via riders, and this is another important factor in the game. As your subordinate commanders and their troops get caught up in the fighting, orders can arrive too late, too early, in the wrong order or even worse, not at all.

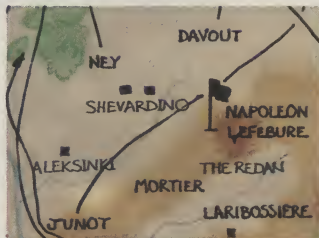
Orders can be as simple or as complex as

RELEASE BOX

ATARI ST	£29.99dk	OUT NOW
IBM PC	£29.99dk	IMMINENT
No other versions planned		



(Above) Elect to see the communications and you'll know when and if your orders get through, and how your subordinate commanders will interpret them.



(Above) Looking north from Napoleon's position on The Redan. Eugene will now get his troops in a good position for a push on Borodino. By the time the order gets through to Eugene (if it does at all!) and he has issued his own orders to his subordinates the situation to the north may be completely different.

BORODINO

ATARI's 1812 Overture



Watching Napoleon's advance from the Russians' position at The Fleches. You can only see this sort of thing when you elect to look through the eyes of other commanders as well as the Commander in Chief (either Napoleon or Kutusov).

you wish, ranging from 'Ney, order your artillery to shell The Redoubt for 2 hours', to things like 'Davout, form an attack line from 1/2 mile southeast of Shevardino linking with Ney, to 1/2 mile southeast of The Redan linking with Poniatovski'. Obviously, as you become more confident and conversant with the system your orders are likely to become more complex.

The display is solid 3D throughout, with coloured blocks to represent the various regi-

ST VERSION

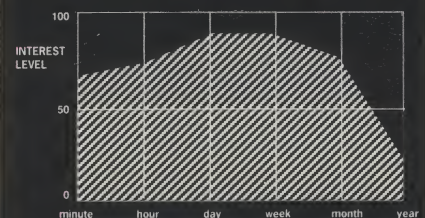
Though the graphics are slightly blocky, the screen updates quickly. There's no sound at all but that doesn't detract from the game. Though it's not as flexible a system as UMS, it's still a superb and enjoyable game.

GRAPHICS	8	IQ FACTOR	7
AUDIO	N/A	FUN FACTOR	7
ACE RATING 891			

ments of the armies and groups of small houses to represent towns and villages, adding to the realism of the simulation. *Borodino* really is a great attempt to recreate the battle while putting you in control. The frustration of not knowing whether an order has made it through, or how a part of the battle that's out of view is going, is very real, and though the game is easy to play it's also challenging. If you're at all serious about wargaming you should search this out. Dr Peter Turcan could be a name we'll hear a lot more of in future.

● Andy Smith

PREDICTED INTEREST CURVE



A great game, but with only one scenario it'll play out quickly. Still, one for the library.

G.NIUS

Intelligent escapology on the LANKHOR label



If G.Nius (the small droid in the centre) can avoid falling debris, destroy the other robots and shoot the blue canister, he can grab a lift to the next floor.

RELEASE BOX

ATARI ST	£19.95dk	OUT NOW
AMIGA	Price TBA, under development	
IBM PC	Price TBA, under development	
No other versions planned		

MAINTENANCE droid supervisor G.Nius suddenly finds his routine of electronic management broken by the deceleration trauma of his cargo vessel hitting a planet, head-on. Although still sound, G.Nius is far from safe: the ship is slowly disintegrating; the exit is on the far end of the vessel; and his underling maintenance droids are all displaying violent tendencies.

The ship is made up of numerous flip-screen rooms separated into levels. In order

ST VERSION

In typically French fashion, G.Nius' gameplay tends toward the limp side, but it scores high on aesthetics. The humorous sampled spot effects are clear and well suited to the frenetic, zany action, while smart static graphics are accompanied by a collection of neat sprites and some clever effects, such as damage sustained by the scenery from stray shots.

GRAPHICS 7 IQ FACTOR 3
AUDIO 7 FUN FACTOR 4
ACE RATING 592

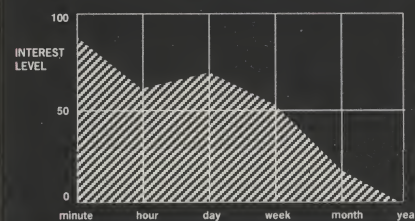
for G.Nius to reach the exit, he has to negotiate all the rooms on each level and blast the luminescent terminals in each. Only when all the orange beacons have been deactivated do the 'lifters' appear. Shooting these provides a hovering platform to the next level.

G.Nius runs the gauntlet of collapsing rooms, springboards and trapdoors, and defends himself from his rampaging comrades by rapid laser-assisted dismantling. Collecting the energy, shields and nails (?) left behind in the debris helps to prolong the droid's lifespan.

This blast-em-up arcade adventure is an entertaining romp, but its initial lure is soon dispersed by a serious lack of variety. Only the more strong-willed will want to stay the course through to the very end.

● Steve Jarratt

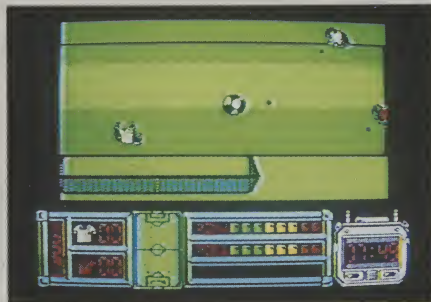
PREDICTED INTEREST CURVE



Fun to play for a while, but not bursting with long-term possibilities.

GARY LINEKER'S HOT SHOTS

GREMLIN hit the crossbar



C64 VERSION

Reasonably comfortable to play, but solo participants won't get much of a game from the thick computer. Blocky sprites and juddery scrolling do little to enhance its appeal.

GRAPHICS 5 IQ FACTOR 3
AUDIO 5 FUN FACTOR 7
ACE RATING 550

SPECTRUM VERSION

Trickier to play than the C64, but at least the computer provides a worthy opponent. Awful character block scrolling and jerky player movement make the game a little disorienting at times.

GRAPHICS 4 IQ FACTOR 3
AUDIO 5 FUN FACTOR 4
ACE RATING 535

(Left) C64 - Those with little taste may select to play on a red pitch. Note the pitch radar at the bottom of the screen. (Above) Spectrum - It's an open goal, but that maximum-power kick is bound to be over the crossbar.

JUST when you thought the glut of soccer games was over, along comes another Gary Lineker-endorsed product to prove everybody wrong. Taking a more mainstream approach than many of the same genre, GL's Hot Shots provides a one or two player game of eleven-a-side soccer.

The pitch and team members are viewed from overhead and control is apportioned in the usual way, with the player nearest the ball coming under direct control. Pressing the fire button causes the player to kick the ball when in possession, and attempt a sliding tackle when not. Fouls are taken into consideration, so too much Vinny Jones off-the-ball defence is frowned upon.

RELEASE BOX

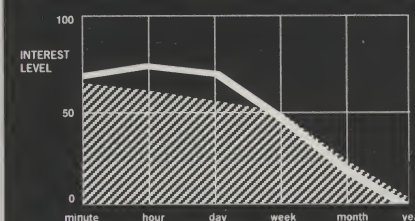
ATARI ST	£19.99dk	IMMINENT
AMIGA	£19.99dk	IMMINENT
SPEC 128	£7.99cs • £12.99dk	OUT NOW
AMSTRAD	£9.99cs • £14.99dk	IMMINENT
C64/128	£9.99cs • £14.99dk	OUT NOW
IBM PC	No version planned	

Ball-control also follows the now-standard procedure: while the fire button is held down, a sliding meter varies the strength of shot, and pointing the joystick changes the direction of shot accordingly. In this way, banana shots and overhead back-kicks can be executed. Surprisingly, the player becomes stationary when the joystick is pressed, allowing the opposition to catch up and attempt a tackle.

The package supports a wide range of options, including a choice of pitch surface and colour, team colours and game length.

● Steve Jarratt

PREDICTED INTEREST CURVE



Entertaining at first, but has too many flaws to be considered a long-term pastime.

STORMTROOPER

Destruction from CREATION

HAUL on those combat boots and let's go do some serious damage. Irreversible damage to robots, gun emplacements and any armed foe fool enough to stand in the way, in a battle through levels of a mining complex, heavily defended by men and machines.

Each level is composed of a horizontally-scrolling area with platforms on three levels. The aim on each level is to find the exit, which involves removing barriers as well as battling against marauding bad guys. You can walk, lie down, jump and climb – and shoot while upright or prone. Barriers that block the way are deactivated by shooting terminals.

The starting weapon does not take out all

the enemies – just ones with little armour. To deal with robots and heavily-armoured mercenaries a more powerful weapon is needed. Several can be found scattered around the levels. Unfortunately you can only alternate between the standard gun and one other, at any time.

After the first few games it becomes a fairly simple matter of remembering the pattern of attackers and completing timing problems – good old-fashioned gameplay. As new territory is encountered there are lots of frustrating deaths in store from the unexpected.

● Bob Wade

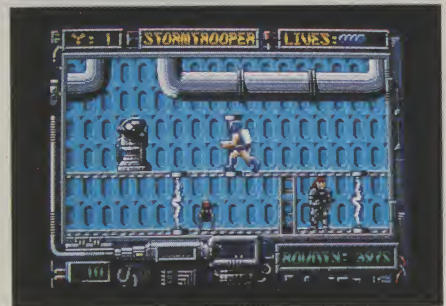
RELEASE BOX

ATARI ST	£19.99dk	OUT NOW
AMIGA	£24.99dk	April 89
IBM PC	£24.99dk	April 89
No other versions planned		

ST VERSION

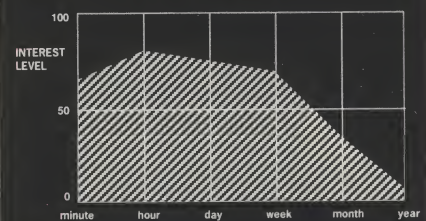
Smooth scrolling and moody backdrops set the scene nicely. Animated characters help to maintain the atmosphere of danger. Sound and music aren't that special, but there is a nice scream when you fall down a hole.

GRAPHICS 7 IQ FACTOR 2
AUDIO 6 FUN FACTOR 7
ACE RATING 703



Having battled to the first underground level the Stormtrooper now has to eliminate terminals like the one to the left of the middle level. These remove the sparking barriers like the ones on the bottom level.

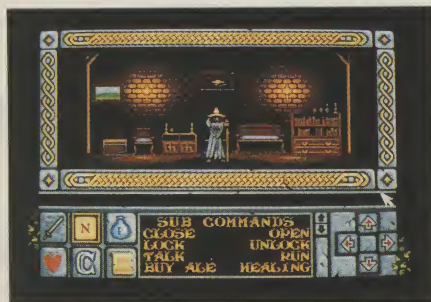
PREDICTED INTEREST CURVE



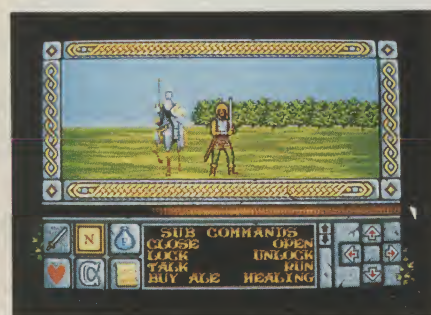
Old-fashioned gameplay with enough levels and variety to please.

GALDREGONS DOMAIN

PANDORA on the treasure trail



Paying a visit to the ancient wizards who inhabit the land can be quite profitable. This one provides a book of magic spells.



Outside, the barbarian often bumps into fellow travellers. The guy on the horse is the one to watch out for: he's actually an immortal knight in Azazael's employ.

AZAZAEL the wizard has been resurrected by the high priests of Shool, and seeks the five legendary gems of Zator to become ruler of all Mezron. Fearing for the safety of his people, King Rohan sends a mercenary barbarian warrior to

RELEASE BOX

ATARI ST	£19.95dk	OUT NOW
AMIGA	£19.95dk	OUT NOW
C64/128	£14.95dk	Summer 89
IBM PC	£24.95dk	Summer 89
No other versions planned		

AMIGA VERSION

Galdregons Domain doesn't really make full use of the Amiga's potential. The graphics are OK, if a little limited, but the possibility for sound effects has been severely missed, relying on standard sampled grunts, groans and clunks.

GRAPHICS 6 IQ FACTOR 4
AUDIO 3 FUN FACTOR 5
ACE RATING 704

retrieve the gems before the evil wizard and his cronies can get their hands on them.

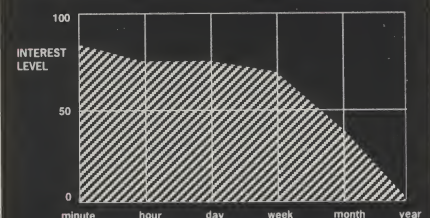
The barbarian's quest is displayed from a first-person perspective in a cross between *Dungeon Master* and *Lords of Midnight*. As well as negotiating rooms, corridors and labyrinths, the Schwarzenegger lookalike can go yomping across moorland and through woods, visiting the local hostleries and dropping in on the small houses dotted about the landscape.

As new scenes are entered, a variety of characters appear who either wish the barbarian well or duff him up, depending on their loyalties. Combat, however, is a simple matter of selecting the option and repeatedly clicking on the chosen opponent until a result is obtained. Likewise, magic spells, once discovered, are selected from a menu and invoked on cue.

The interactive element of *Galdregons Domain* is quite limited and although the large scale of the quest should keep many adventurers happy, *Dungeon Masters* in need of a fix might be disappointed with this offering.

● Steve Jarratt

PREDICTED INTEREST CURVE



Plenty of ground to cover, but sadly little action of any great interest en route.

JET

£34.95 (Commodore 64/128 £24.95)

The award-winning premier jet fighter simulator. Strikingly beautiful carrier-based sea missions complement multiple land-based combat scenarios. Jet also lets you explore the world of SubLOGIC Scenery Disks at lightning speed!

FLIGHT SIMULATOR

£34.95

Nearly 1.5 million copies of this classic, premium flight simulation program have been sold to date. Compatible with SubLOGIC Scenery Disks.

SubLOGIC is a small company dedicated to producing the finest in flight simulation software. Look for our "Flight Notes" advertisements, coming soon, for in-depth descriptions of current SubLOGIC software products and projects.

subLOGIC

35 Piccadilly
Suite 101-110
London W1V 9PB
Telephone: 01-439 8985

MICROSNIPS

DEPT. APRIL 'ACE'

37 SEAVIEW ROAD, WALLASEY MERSEYSIDE L45 4QN

COMPUTERS

520 STFM/1Mg. inc MOUSE.....	£289.00
520 STFM/1/2Mg. inc MOUSE.....	£249.95
520 STFM/1Mg DRIVE WITH £450 WORTH OF SOFTWARE AND JOYSTICK.....	£394.50
AMIGA A500 inc. 9 top arcade games + modulator.....	£399.95
SINCLAIR +2 inc games & Joystick.....	£139.95
PC1512/PC1640.....	BEST PRICES
PCW9512.....	£549.95
PCW8256.....	£439.00
AMSTRAD 464 inc colour including modulator, clock radio & desk.....	£399.95
AMSTRAD 6128 + 17 games + joystick + mono monitor.....	£299.95
COLOUR MONITOR VERSION.....	£399.95
AMSTRAD 6128, colour + modulator, clock radio & desk.....	£499.00

MONITORS & LEADS

PHILIPS 8833 COLOUR MONITOR.....	£239.95
COMMODORE 1901C COLOUR.....	£199.95
ST/SCART LEAD.....	£11.95
ST/AMSTRAD COLOUR MONITOR LEAD.....	£9.95
SPEC 128/SCART (State Monitor).....	£9.95
COMPUTER/TV LEAD.....	£1.99
MP2-AMS-6128 /464.....	£29.95
UNBADGED 8833 monitor.....	£229.00
AMIGA - SCART LEAD.....	£10.95

PRINTERS

PANASONIC KX-P1081.....	£179.95
STAR LC-10 COLOUR.....	£259.95
STAR LC-10 MONO.....	£219.95
CITIZEN 120D inc Interface.....	£149.95
DMP 2160 AMSTRAD +3 or CPC LEAD.....	£159.95
MP 135 DOT MATRIX.....	£145.00

REPAIRS AND SPARES

SPECTRUM ZX/SP+.....	£19.95
+2.....	£24.95
CBM 64.....	£35.00
ZX-MEMBRANES.....	£3.99
QL-MEMBRANE.....	£5.95

SPEC+/128 MEMBRANE.....	£8.95
SPEC KEYBOARD TEMPLATE.....	£3.99
CBM 64 PSU.....	£24.95
SPECTRUM 48 PSU.....	£9.95
128K PSU.....	£14.95

BACK-UP DEVICES

FREEZE MACHINE C64/128.....	£24.95
ATARI ST-FREEZE FRAME.....	£47.50
ATARI ST-FREEZE FRAME with through port and toolkit.....	£56.50
MULTIFACE 1 (SPEC).....	£39.95
128.....	£44.95
MULTIFACE 3.....	£44.95
MULTIFACE 2 (AMS)+.....	£44.95
MULTIFACE (DISCIPLE) 128.....	£44.95

QUALITY COVERS

PC1512 MONITOR/SYSTEM COVER.....	£12.95
PC1512 KEYBOARD COVER.....	£6.95
SPEC+.....	£4.99
SPEC+2/+3.....	£5.99
ATARI ST FM.....	£7.95
STM.....	£7.95
AMIGA A500.....	£7.95
ZX-SPECTRUM DUST COVER.....	£4.99

JOYSTICKS

CHEETAH 125+.....	£6.50
CHEETAH STARFIGHTER.....	£13.50
QUICKSHOT II.....	£6.95
MOONRAKER.....	£3.99
KONIX SPEEDKING.....	£10.95
KONIX NAVIGATOR.....	£14.99
DATEX ALIEN BLASTER.....	£5.99
ST. 4 Player Adaptor.....	£4.99

GRAPHIC DEVICES

ST MOUSE.....	£24.95
PCW KEMPSTON MOUSE (inc Write Handman).....	£84.50
AMX MOUSE (SPEC) inc ART.....	£64.50
KEMPSTON MOUSE inc ART STUDIO.....	£64.50
TROJAN LIGHTPEN (specify make).....	£19.95
TROJAN PCW L/PEN.....	£29.95
TROJAN IBM L/PEN.....	£19.95
IBM MOUSE + SOFTWARE.....	£39.95

SOUND DEVICES

RAM MUSIC MACHINE SPEC or AMS* (*Disc add £7).....	£47.50
DK STEREO SPEECH AMS464/6128 (Tape).....	£27.95
DK-STEREO SPEECH AMS464/6128 ROM.....	£37.50
DK-3 CHANNEL SOUND (spec).....	£29.95

DISK MEDIA

10 SONY 3 1/2" DSDD.....	£14.95
10 NASHUA 5 1/4" SSDD.....	£8.95
25 BULK DS 5 1/4".....	£9.99
10 ATHANA 5 1/4" DSDD.....	£6.95
10 AMSOFT 3" CF2.....	£21.95
10 3M 5 1/4" DSDD.....	£9.95
DISK BOX—HOLDS 20 3 1/2".....	£4.99
LOCKABLE BOX HOLDS 20 3 1/2".....	£7.50
LOCKABLE BOX HOLDS 40 3 1/2".....	£7.50
LOCKABLE BOX HOLDS 100 5 1/4".....	£8.95

DISK DRIVES

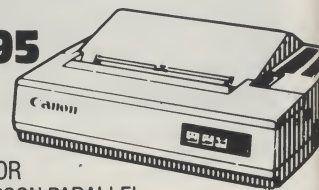
AMIGA 3 1/2" DRIVE.....	£95.00
ATARI ST 2nd DRIVE.....	£89.95
ST 5 1/4/3 1/2" DUAL DRIVE.....	£199.95
CBM 64 1541C.....	£169.00
CBM 64 1581-3 1/2".....	£199.00
CUMANA ST 3 1/2" DRIVE.....	£99.95
CUMANA AMIGA 3 1/2".....	£99.95

SCOOP PURCHASE!

CANON A-60 18-PIN PRINTER

MRP £458.95

£199.95



- DRAFT 200CPS
- NLQ 100CPS
- NLQ PLUS 34CPS
- FRICTION AND TRACTOR
- CHOICE OF IBM OR EPSON PARALLEL
- 14K BUFFER CAPACITY
- 11 INDICATOR DISPLAY EVERY PRINTER MODE AND STATUS

25-BULK 3 1/2" DISKS AND LOCKABLE DISK BOX TO HOLD 100 3 1/2" DISCS

CERTIFIED 100%
ERROR FREE

£24.95



LOMBARD
CREDIT
CHARGE



LICENCED
CREDIT
BROKER

MAIL ORDER
PRICES TO
PERSONAL
CALLERS
PRODUCING
ADVERT

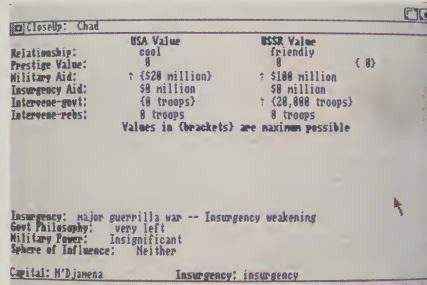
Postage and Packing
UK Under £50 add £2.00 Under £100 add
£5.00. Over £100 add £10 Courier Deliver
Europe - Full price shown covers carriage.
Non-European add 5%.
Visa Mastercard Postgiro International accepted
NOT Postbank Postcheque

FREE
SOFTWARE & ACCESSORIES
LIST WITH FIRST ORDER
Immediate clearance of cheques
with guarantee card No. on
reverse

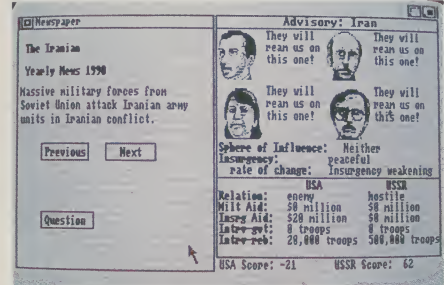
051-630 3013
24 Hr. CUSTOMER ENQUIRY
051-691 2008 MAIL ORD
051-630 5396 ACCOUNT
051-639 2714 FAX NUM



Trouble brews in Central Africa, with the Russians supporting the rebels in Chad, so let's help the government out a little...



However, a close-up of the Chad situation shows that the Reds are hedging their bets, by supporting both factions.



A newspaper report details Russian movements, but the advisors clearly think it unwise to question their actions.

BALANCE OF POWER

THE 1990 EDITION

MINDSCAPE's George Bush/Mikhail Gorbachov simulator



Absolute power corrupts absolutely, the old adage tells. And what better stage could there be on which to examine your maniacal tendencies than that of global politics.

In what can only be described as fanatical detail, *Balance of Power: The 1990 Edition* (successor to the award-winning *Balance of Power*) takes the player through eight years of world politics as figurehead of either the USA or the USSR, protecting their interests in countries around the globe.

The basic aim is to increase the geopolitical prestige of the host nation above that of the opposing superpower. This means getting friendly with powerful nations, and making sure enemies are few and weak. At the higher levels, this is achieved by using every military, economic and diplomatic trick in the book. However, the opposition doesn't just sit there and take it: if disparate policies can't be sort-

ed out across a debating table, problems escalate rapidly through the Defence Conditions: push too hard and it's time to re-boot the world.

The simulation provides four levels of play, including the newly-added Multi-Polar scenario where players have to contend with 80 countries, all of whom indulge in active foreign policies. (The monumental logistical task of co-ordinating global intercourse is most evident in lengthy delays as the computer works out the effects of each turn!)

To attempt to summarise all but the most basic mechanics of this simulation cannot be covered in any great detail here; it takes the 91-page instruction manual to do them all justice. Suffice to say, that this is a strategist's dream. The sheer size and scope of the simulation mean that it is possible to become totally immersed in the proceedings; single turns can take hours to fully digest and implement.

● Steve Jarratt



Just one of the many informative map displays. This one shows how much influence the two superpowers have in other countries.

RELEASE BOX

ATARI ST	£24.99dk	IMMINENT
AMIGA	£24.99dk	OUT NOW
IBM PC	£24.99dk	IMMINENT
MAC	£29.99dk	IMMINENT
No other versions planned		

AMIGA VERSION

There are no sound effects at all, so world domination is carried out in complete silence, and the many screens support only six colours at most. However each screen is clear and does the job it was intended for well. Constant disk access slows things up slightly but this is a small price to pay. A mammoth simulation, thought-provoking and totally absorbing.

GRAPHICS	4	IQ FACTOR	9
AUDIO	N/A	FUN FACTOR	3
ACE RATING 960			

PREDICTED INTEREST CURVE



A vast simulation which, although pricey, represents a marvellous long-term investment.

SEGA ROLL THE R'S



R-TYPE ● £29.95crt

R-Type has been hugely successful on both coin-ops and home computers, and console owners certainly would not want to miss out.

The level design and adversaries are exactly the same as all other versions – familiar territory indeed – and the weapon power-ups are the same too, well impressive when it's all attached, boasting several kinds of laser, homing missiles, drones and speed-ups. All of which is needed to deal with an enormous number of attacking aliens and deadly end-of-level guardians that take a lot of killing.



The two bad things to note about this version are that ship movement is sluggish and when there are a lot of sprites on-screen it flickers horribly. Apart from that it's just as addictive and thrilling as ever. One of the best shoot-em-ups on the Sega.

● Bob Wade

GRAPHICS	4	IQ FACTOR	2
AUDIO	6	FUN FACTOR	8
ACE RATING 808			

RAMBO III ● £24.95crt



This is the latest game for which you need the light gun. It's not like the computer versions of the same name, but is instead an *Operation Wolf*-like exercise in target practice.

The screen slowly scrolls horizontally and enemy soldiers appear from the side of the screen or from behind objects. You have to blast them as fast as possible before they do too much damage. Other attackers, such as helicopters and tanks, are harder to take out.

The gun starts off on automatic fire and switches to single shot when the ammo runs

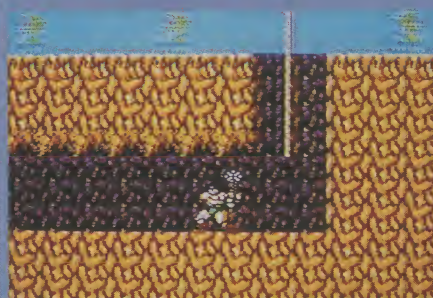
out. There are also bombs which kill off everything on screen. Along the way you can rescue prisoners and pick up more bombs, ammo and life force.

If played properly, from a distance away, it's a very tough game. Even close up you've got to be very quick and efficient at blasting the enemy. Should satisfy anyone keen for an *Op Wolf* type of game.

● Bob Wade

GRAPHICS	6	IQ FACTOR	1
AUDIO	6	FUN FACTOR	7
ACE RATING 582			

RASTAN ● £24.95crt



Yo, hunky warriors! Pull on those fur-lined boots, shoulder that axe and let's go slice and dice some lizards. In fact let's go hack up anything that moves on this horizontally-scrolling landscape.

As you wander along, leaping holes and pools, swinging on ropes and climbing between floors, there are all sorts of things to fight. Some of them fly, some jump, but most just come straight at you.

Extra weapons, food, potions and what-

have-you can be picked up along the way. Weapons are positioned specifically, but everything else is randomly distributed after the death of nasties.

It's a lot of fun and the 'continue' option allows you to get reasonably far into the levels. Would not go amiss in anyone's collection.

● Bob Wade

GRAPHICS	7	IQ FACTOR	3
AUDIO	4	FUN FACTOR	8
ACE RATING 784			

RAMPAGE ● £24.95crt

Here's another arcade conversion that made it onto computers before the consoles, and did well for itself. With only two joystick ports and no keyboard there obviously isn't the three player option, but it should satisfy most people as a twosome.

The idea is simple enough and merely requires a love of destruction on a grand scale to enjoy. As a mutated monster – amazing what food additives can do – you're going round in a fit of rage beating seven colours of brick out of America's cities. All you have to is clamber up the sides of buildings and smash

them up until they collapse to the ground in a cloud of dust.

Each city is defended by helicopters, tanks and men with guns, and there are surprises both tasty and unpleasant inside the rooms of the buildings. Not much of this has a big effect on health, but attrition on the monsters will eventually turn them back into humans and end the game. Best as a two player game but gets repetitive in the extreme.

● Bob Wade



GRAPHICS	5	IQ FACTOR	1
AUDIO	6	FUN FACTOR	6
ACE RATING 520			

CINEMAWARE

P R E S E N T S



Cinemaware present a special Double Bill for ST Users Starring
ROCKET RANGER and KING OF CHICAGO.

1940. The Nazis are set to win the war and dominate the world for centuries to come. Only Rocket Ranger can change the course of history and save the world as we know it.

Go back in time to Chicago in the '30's. Are you tough enough to survive the power struggles and rampant crime to gain control of the Windy City and become King of Chicago?

BOTH OUT NOW for the Atari ST. Price £24.99

Cinemaware's Defender of the Crown and Sinbad and the Throne of the Falcon already available for the Atari ST.

MIRROR
Soft

Headway House, 66-73 Shoe Lane,
London EC4P 4AB, England.

AVAILABLE NOW

SHORT AND SWEET

TEENAGE QUEEN

■ Ere International, Amiga version reviewed, £19.95dk

Anco, it seems, aren't the only ones trying to spice up a poker game with pictures of naked women. But whereas Anco at least use digitised photographs, this game from French software house Ere International uses illustrations to depict the lady as she gradually sheds her clothes and adopts assorted lewd poses.

The standard strip poker formula is followed – both players start with a set amount of money, and you try to win money from the girl until she has to borrow more money in exchange for an item of clothing.

Strip poker games don't have a very good

reputation as games (after all, once you've seen the final screen, there's little incentive to play again) but the *Teenage Queen* plays a better game than your average strip-em-up and the digitised speech is well done.

On the whole, it's nicely presented and with a dozen or so pictures to play through it might take you a few hours to beat it. Once you've played through it though, you'll have to be very bored to boot it up again.

● Andy Smith



Amiga – *Teenage Queen*.

GRAPHICS	7	IQ FACTOR	5
AUDIO	7	FUN FACTOR	7
ACE RATING 408			

REALM OF THE TROLLS

■ Rainbow Arts, Amiga version reviewed, £24.99dk

Are you a brave elf? If not then don't even think about going down to the *Realm of the Trolls*. It's an old-style platform game in which you control your elf using the mouse and have to rush along platforms connected by ladders, and pick up goodies by clicking on icons.

The Halls (as the screens are called) are patrolled by trolls who are protecting their chests of gold, swords, rings, golden goblets and so on. They don't take too kindly to the thought of someone making off with their treasure, so will attempt to stop you with blows to the head. It only takes a couple of hits to kill

you off, forcing a restart, so it's a good idea to either avoid them or lob a bolt of energy or fire at them, which stuns them for just long enough to make a getaway (hopefully!). You can also try making a couple of holes in the actual platforms and hope the trolls fall through them – but, note, the holes don't last forever.

Realm of the Trolls is poor. The gamestyle is very old hat, the animation is nothing special, the sound effects are dire and the graphics are very simplistic. Worst of all is the gameplay's real-time icon selection, which is awful.

● Andy Smith



Amiga – *Realm of the Trolls*.

GRAPHICS	5	IQ FACTOR	1
AUDIO	1	FUN FACTOR	3
ACE RATING 245			

HUMAN KILLING MACHINE

■ US Gold, Spectrum version reviewed, £8.99cs, £12.99dk

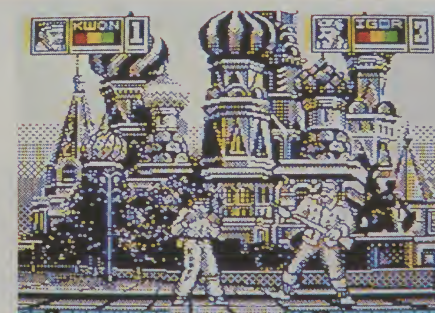
Kwon is the killing machine in question, but no sub-machine guns and rocket launchers here: this is a beat-em-up in the *Street Fighter* mould, with large sprites and rounds fought in various capital cities.

You start the game in Moscow feeling pretty tough, so it'll take first opponent Igor five knock-downs to defeat you, whereas you only need three to beat him. Allow yourself to get knocked down a couple of times though, and you'll take on the next opponent (a dog called Shepski) in a tired state, meaning you fight on equal terms. Just manage to scrape through

the round and you're in a weak position to take on the next opponent, which is in Amsterdam outside a Nachtclub, slugging it out with an irate woman called Maria. If you think she's tough, wait till you meet Helga!

As well as the usual moves available with or without the fire button pressed, some of the attacking ploys are rather more spectacular than average. Graphics are good (especially the backgrounds) and animation and gameplay are fine, but it's not original stuff and is probably one for the real beat-em-up hard core.

● Andy Smith



Spectrum – *Human Killing Machine*.

GRAPHICS	8	IQ FACTOR	2
AUDIO	4	FUN FACTOR	7
ACE RATING 568			

MINI GOLF

■ Magic Bytes, ST version reviewed, £19.99dk

Everyone is going crazy for crazy golf games. This version from Germany has two courses of 18 holes, ranging from simple ones to be found at any seaside resort, to weird ones straight from a fevered imagination.

The ball is positioned anywhere on a starting mat and then a line is drawn out from it using a cursor, which indicates the direction of the shot and its strength. In expert mode the line is turned off, so shot calculation is harder.

Most of the holes on the first course should be completed in two or three strokes, but the second course is much more compli-

cated and has lots of five- and six-stroke holes. Wacky features range from tubes and tunnels to teleports. Later screens even go as far as having surreal 3D and gravity. Shots can be replayed or retried if you think they could go better. The contours of each hole may be viewed from several different directions.

This sort of putting game works well on computer, but with only two courses it won't remain interesting for very long. Only the expert level and second course are likely to test you after a few days.

● Bob Wade



Atari ST - Mini Golf.

GRAPHICS	4	IQ FACTOR	4
AUDIO	4	FUN FACTOR	6
ACE RATING 613			

BAAL

■ Psyclapse, ST version reviewed, £19.95dk

Your mission: find and destroy the evil Baal and return with the War Machine. How to go about it? Well, you're in charge of a troop of Time Warriors, and controlling them one at a time you have to wander through the three parts of Baal's domain collecting pieces of the War Machine. A set number of pieces are needed from each section before you can seek out a transporter and move to the next section.

Progressing through the sections involves walking along platforms (connected by ladders), finding and destroying generators which power the force fields that block your path.

Then it's a case of destroying any aliens that attack you and avoiding any mines on the floors. For dispatching aliens you've got four laser modes, but you have to find ammo for three of them.

Baal won't win any prizes for originality, but the graphics are very colourful and the animation is very lifelike. It's also a very large game (thankfully there's a save game option, so you won't have to complete it in one sitting) and will keep map makers and 'collect and shoot' fans happy for quite a while.

● Andy Smith



Atari ST - Baal.

GRAPHICS	8	IQ FACTOR	4
AUDIO	6	FUN FACTOR	6
ACE RATING 726			

DUGGER

■ Linel, Amiga version reviewed, £19.95dk

Herbie Stone last popped up, or swung in, in *Crack*, a *Breakout* clone. Now he's back in a variant of the old arcade game *Dig-Dug*.

The most memorable thing about *Crack* was the hilarious opening sequence, and this has been developed a little for the new title. It's still very funny and has all the signs of being a long-running gag.

The game itself is a very straightforward affair. The screen represents a cross section of earth which Herbie can tunnel through. Dotted around are two types of animal and some rocks. The aim is to either crush the animals

with the rocks or inflate them until they burst, if you can get close enough.

The animals don't tunnel but will occasionally mutate and float towards you. Running into them is fatal at any stage, but rock-dragons can kill by breathing fire as well.

It's very odd to find such an old game concept as this rearing its head on the Amiga. As soon as the initial nostalgic thrill of recognising *Dig-Dug* is gone, it's just a repetitive and uninspired game. Let us have something more original, please.

● Bob Wade



Amiga - Dugger.

GRAPHICS	5	IQ FACTOR	1
AUDIO	6	FUN FACTOR	3
ACE RATING 372			

ANDES ATTACK

■ Llamasoft, ST version reviewed, £9.95dk

Once upon a time, there was a computer called the Commodore Vic 20. Now this was a great little machine (little being the operative word) and some great games were produced for it. One of the most prolific games writers at this time was a chappy called Jeff Minter.

Jeff managed to produce simple but highly playable games with animals as the main characters - especially sheep, yaks and llamas. That made him very popular with almost everyone because it was such a wacky idea.

Now it's 1989 and Jeff's been busy converting some of his classics to the ST. *Andes*

Attack is one such game. It's nothing but a *Defender* clone, in which you fly a ship over a horizontally-scrolling landscape protecting llamas from being animal-napped by a wide variety of alien beings. Lasers, smart bombs, all the usual stuff is there, but by today's standards it's not up to much. The graphics are fast but not particularly colourful and the game-play's showing its age. Still, if you haven't got a *Defender* game for your ST and you'd really, really like one, give it a try - it's not hard to find better games, but you could find worse as well.

● Andy Smith



ST - Andes Attack.

GRAPHICS	5	IQ FACTOR	1
AUDIO	4	FUN FACTOR	6
ACE RATING 380			

SLIPSTREAM

■ Microdeal, Amiga version reviewed, £19.95dk

The Slipstream is actually nine streams, all infested with flying craft that you have to destroy. As well as planes to shoot – they drop bombs, so it's best to shoot them – there are giant geometric shapes and walls to avoid.

You view your spacecraft from slightly behind, *Afterburner*-style, and the buildings (?) scroll from background to foreground to meet you while enemy planes stick to scrolling from one side to the other, dropping their bombs.

Although all this sounds like loads of fun, in reality it isn't. The scrolling is painfully slow: there's no sense of movement or urgency as

you jog along. The backgrounds are fine, but the sprites are uninspired and the mothership is better called a mothergreyblob. Collision detection is also bad and it's terribly annoying to have to sit through a 'mothership drops you off back at the beginning' intro after you lose one of your three lives. The digitised 'Grnud lurk Connamder' speech at the beginning is also poor, though the sound effects aren't bad.

Microdeal have boobed with this one. There are many better shoot-em-ups around, and plenty of better ones in the same style.

● Andy Smith



Amiga – Slipstream.

GRAPHICS	2	IQ FACTOR	1
AUDIO	2	FUN FACTOR	2
ACE RATING 235			

ZANY GOLF

■ Electronic Arts, ST version reviewed, £24.95dk

Crazy, wacky, wild, loopy, quirky golf. Nope – it's *Zany Golf*. Why doesn't somebody produce a game called Stupid Golf, or Wacky Snooker where snooker tables have windmills and tunnels instead of pockets?

This is graphically the most impressive of the crazy golf games. Every hole is in 3D and attractively drawn. It also has an excellent range of holes and obstacles – things like bouncing hamburgers, fans to blow the ball around and magic carpets to guide it with.

There are only nine holes but each of these is very complicated. It still won't take long to

exhaust, but that's crazy golf games for you. Other nice options include seeing a map of the hole at the start, having a limited number of strokes to complete the course and getting bonus strokes for completing certain tests.

The putting method is a little odd, operating like a snooker cue – drawing out a line behind the ball. It's quite difficult to judge direction and strength using this system because it's only a dotted line. Fortunately you don't have to be too accurate about hitting the hole dead on – a relief when playing in 3D.

● Bob Wade



Atari ST – Zany Golf.

GRAPHICS	8	IQ FACTOR	3
AUDIO	6	FUN FACTOR	6
ACE RATING 688			

CIRCUS GAMES

■ Tynesoft, ST version reviewed, £24.95dk

The sound of the Wurlitzer, the flash of the lights, the pong of the elephants... It's Big Top time as Tynesoft provide aspiring artistes with their chance to take part in the Greatest Show on Earth.

Four events are included: tightrope-walking, trick horse-riding, trapeze artistry and tiger-training. Each one may be practised as a stand alone event, or the International competition may be entered which plays through all four in sequence.

Performance of events follows the Epyx tradition of timed joystick movements rather

than fierce waggling to execute a manoeuvre. Thus somersaults, spins and jumps are attempted in the more aerial acts, and the tigers are directed toward their specific tasks by controlled use of the whip (oo-erl).

All four acts are beautifully portrayed, with pleasant static graphics, smooth scrolling and reasonable animation. Its downfall comes in lasting interest: once all four events, and a paltry four at that, have been mastered to any degree, the urge to return is quashed. And the over-inflated price tag is a major hurdle, too.

● Steve Jarratt



Atari ST – Circus Games.

GRAPHICS	8	IQ FACTOR	3
AUDIO	4	FUN FACTOR	6
ACE RATING 535			

WHO FRAMED ROGER RABBIT

■ Buena Vista Software, Amiga version reviewed, £24.99dk

It doesn't take long for game manufacturers to get their teeth into a big licence these days does it? No sooner is the film released than the game is imported from America. It's made up of three separate games based on sequences from the film, the plot of which goes something like this: Roger has been framed for the murder of Marvin, The Gag King, and so he has to find Marvin's will before Judge Doom dissolves Toontown and all the Toon characters.

First you are put in the driving seat of Benny the Cab, a Toon car, as you race across town sproinging over patches of Dip, the stuff

that dissolves you, and cars that get in your way. Then it's into the Ink and Paint Club for a mad rush around the tables grabbing napkins and receipts in the belief that the will is hidden amongst them. Another quick dash across town takes you to the Gag Factory where you make a bunch of weasels laugh themselves to death before facing Doom himself.

Unfortunately, it just doesn't cut the mustard. Not only are the games boring, but there are too few of them. Roger Rabbit fulfils the old adage 'Graphics alone do not a game make'.

● Andy Smith



Amiga – Who framed Roger Rabbit.

GRAPHICS	8	IQ FACTOR	2
AUDIO	6	FUN FACTOR	6
ACE RATING 310			

Born in the USA

American Ice Hockey

- ★ **Action.** Play centre or goalie and skate your team to victory.
- ★ **Strategy.** Coach the team and act as general manager.
- ★ **Choice.** One and two player options. Play against the computer or another opponent, or play two against the computer.
- ★ **Excitement.** Exciting graphics and animation. Full player movement for up to 12 players on the screen.
- ★ **Realism.** Compete in a hockey league featuring players of varying abilities and ages.

American Club Sports

- ★ 6 complete games.
- ★ Realistic sound effects and colour graphics.
- ★ A variety of menu settings, including skill levels from beginner to expert.
- ★ Highest score tables that keep track of the top players in each game.
- ★ One and two player options.

American Indoor Soccer

- ★ **Be the player.** Headers, bicycle kicks, passes, dribbling, injuries – all the fast-paced action of indoor soccer.
- ★ **Be the coach.** Pick the team, make the substitutions and decide tactics.
- ★ **Be the general manager.** Buy and sell players. Can you build a team to top the indoor soccer league.
- ★ **Realistic graphics and animation.** Up to 12 players at a time on the pitch.
- ★ **Play alone or with a friend.** Play against the computer or another opponent, or play two against the computer.

For further information on
Mindscape Products and your local
dealer contact



Mindscape International Limited
PO Box 1019, Lewes, East Sussex
BN8 4DW

M I N D S C A P E

UNTOUCHABLE FOR QUALITY SOFTWARE



SUPERCHARGED DESTRUCTION

ROAD BLASTERS™



**"VROOM!
BOOM! &
DOOM!"**
C. & V.G.

Screen shots from Atari ST version



The thunderous world of destruction the ultimate race against death, Roadblasters delivers all the gripping action and high speed thrills of the arcade spectacular.



NOW AVAILABLE
ATARI ST
£19.99



NOW AVAILABLE
AMIGA
£19.99



© 1986 Atari Games Corp.
Licensed to U.S. Gold Ltd.
All rights reserved.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

SPACEBALL

■ Rainbow Arts, Amiga version reviewed, £24.99dk

Oh look, another continental variation on the *Breakout* theme – how exciting. This one is a two player game where each bat tries to out-score the other.

The screen has a layer of destructible blocks on either side and 'bumpers' at the top and bottom. Floating around in the middle are various alien beings which rebound the ball and explode when hit.

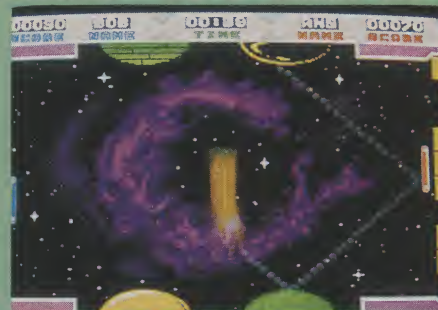
The aim is to out-score the other player by hitting more objects. Big points are gained by busting through the wall opposite to score a goal. When that happens play restarts with all

the blocks in place.

Tokens appear in the playfield and when the ball hits them it makes a bonus effect appear in boxes in the corners of the screen. Hitting a highlighted box will put the effect into operation. There are split bats, small bats, faster balls and so on.

You can play single matches or a knockout tournament in which eight players can take part. The music is excellent but the gameplay is just too simplistic and unremarkable to hold interest after a few games.

● Bob Wade



Amiga – Spaceball.

GRAPHICS	4	IQ FACTOR	2
AUDIO	8	FUN FACTOR	5
ACE RATING 505			

BILLIARDS SIMULATOR

■ Ere International, Amiga version reviewed, £19.95dk

You won't be pocketing any balls in this 3D billiards sim. No joke! It's French billiards, so the table has no pockets. Instead, the game comprises of cannons, so you score points by striking your ball to connect with both the red and your (computer or human) opponent's ball in the same shot. And that's all there is to it.

The rules may be simple, but actually playing the game is not so easy. Which cue should you use? Do you want one that allows you a more powerful shot but less accuracy or is accuracy of paramount importance? This is just one of the host of options open to you, includ-

ing where to hit the ball to make it spin different ways and the strength of the shot. Unlike real-life billiards you can also alter the weight of the balls, the amount of rebound or even the amount of friction of the balls on the baize.

The 3D option is great, allowing you to move and view from anywhere around the table, but if you prefer you can also play in 2D. *Billiards Simulator* is a very competent piece of programming, and it's very enjoyable to play. Well worth having a look at if you're at all interested in the sport.

● Andy Smith



Amiga – Billiards Simulator.

GRAPHICS	8	IQ FACTOR	6
AUDIO	6	FUN FACTOR	8
ACE RATING 819			

HIGHWAY HAWKS

■ Anco, Amiga version reviewed, £19.95dk

There's no mistaking the coin-op inspiration for Anco's latest: plenty of roads and blasting in this drive and shoot game.

Basically, the object is to complete each sector in as short a time as possible. The player's car is fitted with a gun with which to dispose of other road users, and depending upon the time taken and vehicles destroyed, a cash bonus is awarded which can then be used to purchase more equipment. Bigger cars, efficient tyres and extra weaponry can be obtained to supplement the basic kit.

Extra fuel is collected as tokens along the

route, and additional ammunition is available on shooting the juggernaut trucks which congest the road. The tail gates fly open, leaving either ammo caches or oil slicks on the road. Similarly, more time can be gathered by jumping for bonus plaques on overhanging gantries.

The action on offer here is surprisingly entertaining. The roads move very quickly, the opposing vehicles are solid-looking and the whole affair is pretty smooth. Those who can't wait for the official 16-bit *Roadblasters* could do much worse than acquire this little gem.

● Steve Jarratt



Amiga – Highway Hawks.

GRAPHICS	6	IQ FACTOR	2
AUDIO	6	FUN FACTOR	7
ACE RATING 694			

STREET SPORTS FOOTBALL

■ Epyx, C64 version reviewed, £9.99cs, £14.99dk

British kids play soccer and cricket in streets and playgrounds, but American ones are even more adventurous and risk life and limb at their own brand of football. Naturally it's not the full-blown version – there are only three players on each team.

The teams are picked from the neighbourhood kids, who all have different skills. The three positions are two receivers and a quarterback. With only three players per side the action is easy to follow and there isn't much switching between them.

The most interesting part of the game is

the ability not only to use a large range of pre-set plays, but to be able to design your own. The rules can also be changed to select the number of points for a win, the number of passes required for a first down and the time delay before the defence is allowed to cross the scrimmage line.

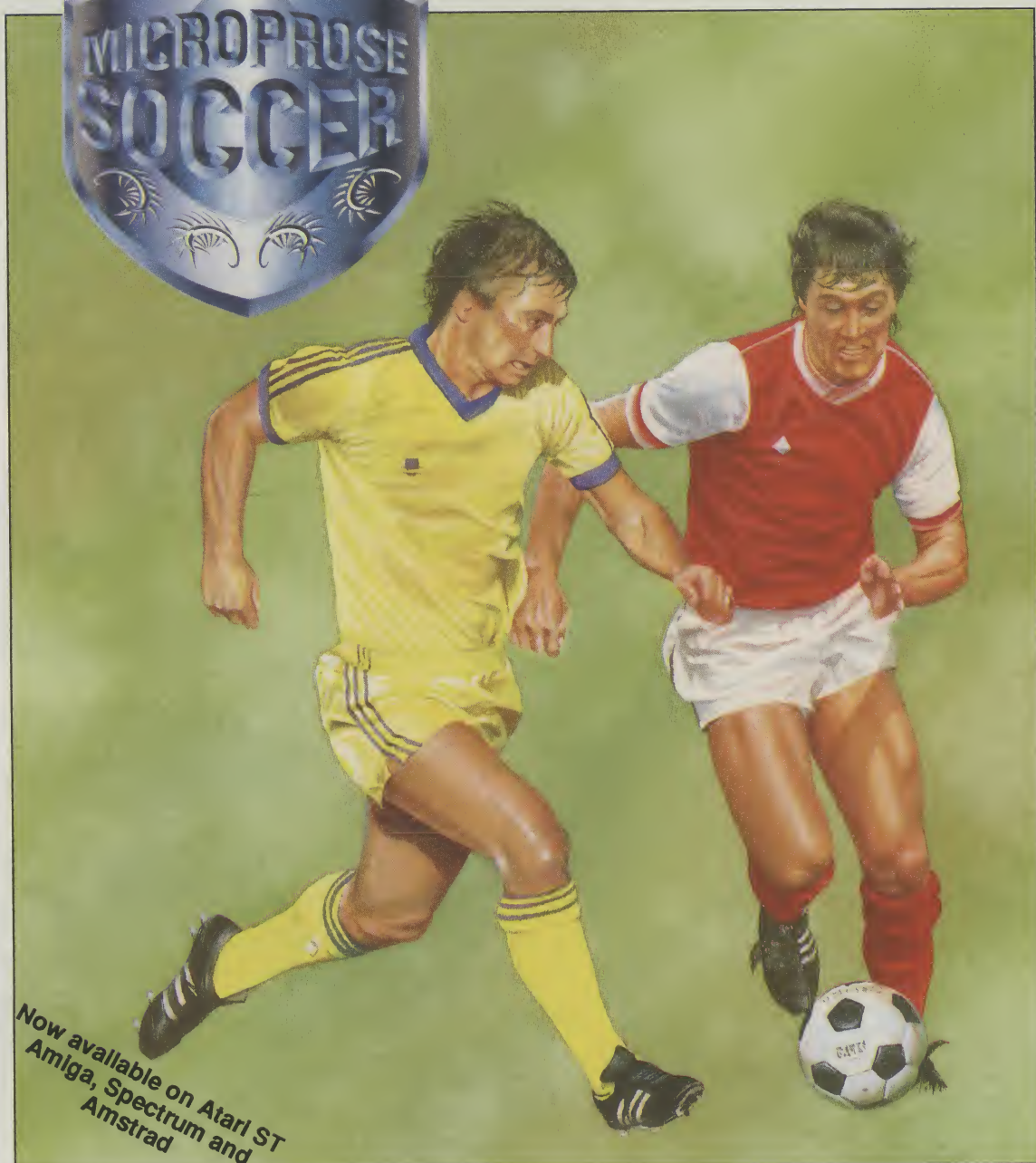
It's a much easier game to get into than other American football simulations, but ultimately doesn't have the same depth, even with the ability to design plays. A nice variant on the theme.

● Bob Wade



ST – Street Sports Football.

GRAPHICS	5	IQ FACTOR	5
AUDIO	4	FUN FACTOR	6
ACE RATING 711			



Now available on Atari ST
Amiga, Spectrum and
Amstrad

WHAT'S THE SCORE?

It's fun, fast, exciting and addictive. MicroProse Soccer keeps you on your toes, however often you play.

Challenge the computer or a friend, competing in the World Cup, International Challenge or the indoor league.

An overhead perspective of the pitch makes it easy to play good graphics and sound effects make every match seem real.

Fully animated players can perform a whole variety of movements, including overhead and banana kicks. There are 29 different teams and a unique action-replay facility.

What's the score with MicroProse Soccer? It's a winner.

Pick up the best football kit. Now available for Commodore 64/128 Disk £19.95, Cassette £14.95, IBM PC + Compatibles £24.95.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

S C R E E N T E S T

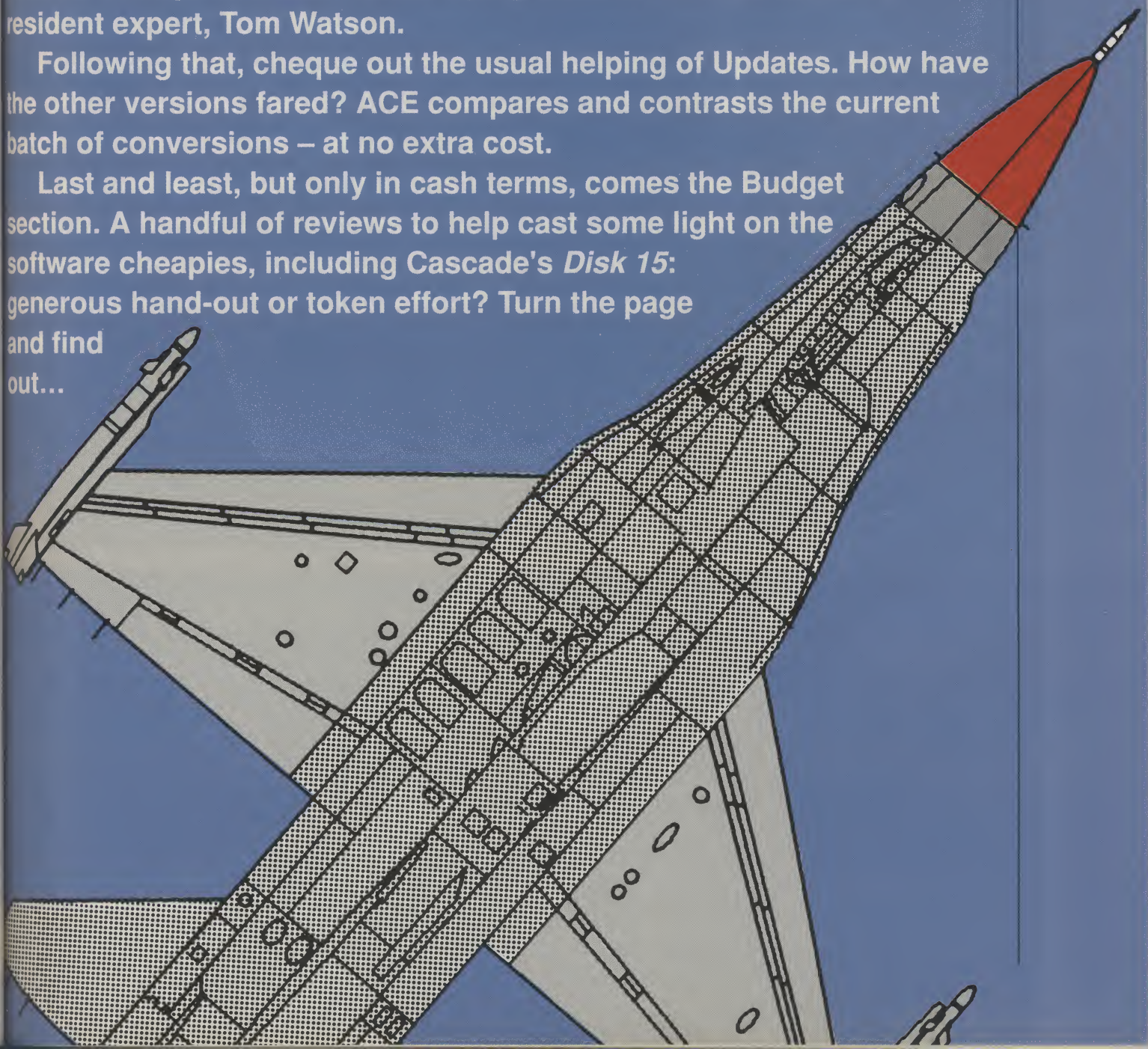
SUPPLEMENT

For everyone out there who always wants more, here's a little supplementary benefit to improve your fortunes.

Cash in on the biggest ever Tricks 'N' Tactics section: ten whole pages crammed with info for the frustrated gamer. Follow the official FoursField maps of *Incredible Shrinking Sphere*; complete *Total Eclipse* and *The Munsters*; rescue the Colonel with our superb *Rambo III* map; and take *Falcon* flying lessons from Mirrorsoft's resident expert, Tom Watson.

Following that, cheque out the usual helping of Updates. How have the other versions fared? ACE compares and contrasts the current batch of conversions – at no extra cost.

Last and least, but only in cash terms, comes the Budget section. A handful of reviews to help cast some light on the software cheapies, including Cascade's *Disk 15*: generous hand-out or token effort? Turn the page and find out...



VIRUS

The game that puts the Speccy into Archimedes emulation mode gets the POKE treatment, here. Type in the listing, RUN it and load in the program. Easy.

```
10 CLEAR 49000: LOAD "" CODE
20 POKE 52564, 205: POKE 52565, 20:
POKE 52566, 128
30 FOR A=32788 TO 32846: READ B:
POKE A, B: NEXT A
40 RANDOMIZE USR 52480
50 DATA 50, 21, 255, 122, 254, 46
60 DATA 192, 62, 50, 50, 84, 205, 33
70 DATA 21, 255, 34, 85, 205, 62
80 DATA 195, 50, 58, 252, 33, 52
90 DATA 128, 34, 59, 252, 195, 0
100 DATA 252, 50, 107, 92, 33, 69
110 DATA 128, 17, 160, 252, 1, 15, 0
120 DATA 237, 176, 195, 61, 252, 175
130 DATA 50, 145, 175, 50, 203, 147
140 DATA 195, 184, 53
```



■ Matthew Pryce, Oswestry

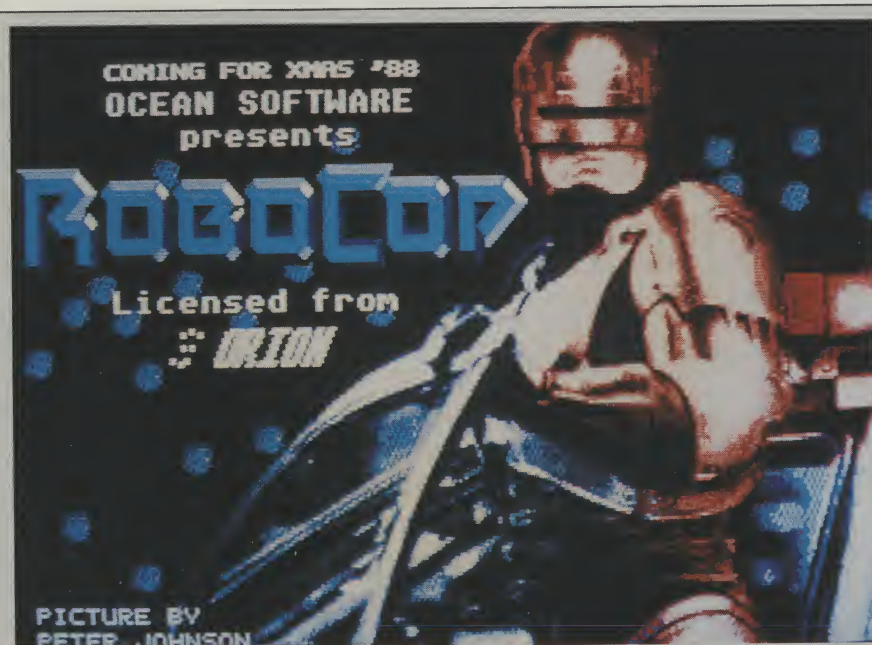
DOUBLE DRAGON

ST Double Dragoners should stop playing for a while, get on the high score table and type in 'NEIL HARDING' (with space), for an interesting effect.

■ Steve Hern, Kingerswell

TNT

TRICKS 'N' TACTICS



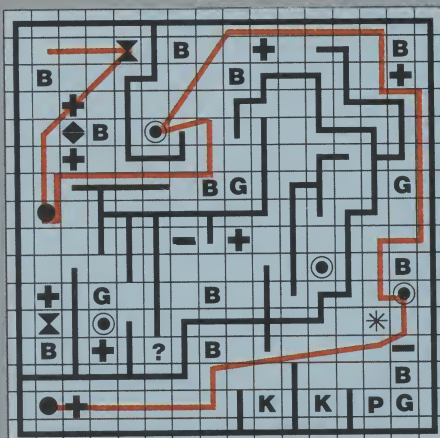
ARKANOID II - REVENGE OF DOH

Owners of Imagine's 16-bit Breakout game should dust it down, shove it in the drive and load it up. As soon as the purple Arkanoid screen disappears, press the right mouse button and hold it. Some free advertisement for Robocop appears, and if the button is held down long enough, a 'tune' can be heard. Wow.

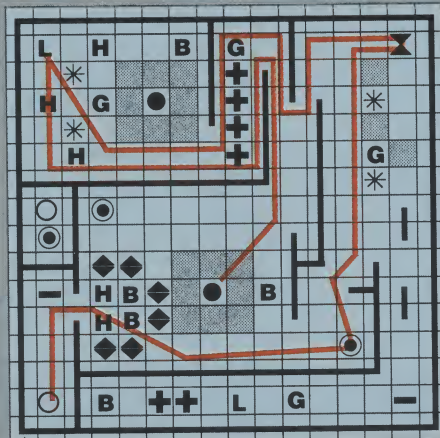
■ Colin McCaffery, Wilmslow

INCREDIBLE SHRINKING

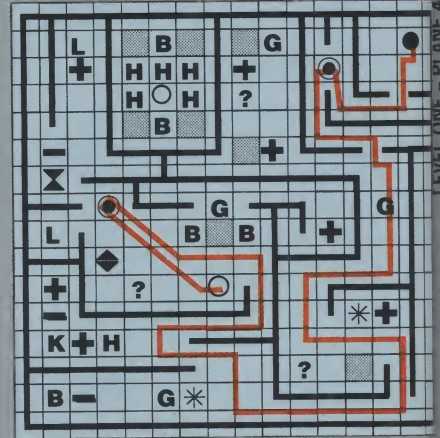
LEVEL ONE - PLANE 1



LEVEL ONE - PLANE 2



LEVEL ONE - PLANE 3



LEVEL ONE - PLANE 4



PACMANIA

Pacmaniacs having trouble reaching the final level can now reap the obvious benefits of having infinite lives. Simply type in the required listing, RUN it and follow the prompts to load in the game.

The listing below works on both the Spectrum 48K and 128K versions.

```
10 INPUT "HOW MANY LIVES? (1-255;
0=UNLIMITED)"; L
20 IF L<0 OR L>255 THEN GOTO 10
30 RESTORE (60+(10 AND L=0))
40 PRINT "PRESS PLAY ON TAPE...": LOAD "L"
CODE 24300: POKE 24351, 119: POKE
24352, 95
50 FOR F=0 TO 8: READ A: POKE 24439+F, A:
NEXT F: PRINT USR 24300
60 DATA 205, 71, 95, 62, L, 50, 198, 134,
201
70 DATA 205, 71, 95, 175, 50, 69, 137, 0,
201
```

■ Jason Bullough, Douglas

WINNERS

Lucky recipient of this month's £150 mail order voucher is Daryl Baker of Minehead, for his fabbo solution to Total Eclipse (and it does work 'cos we've checked it!).

£20 vouchers also go to: Jason Bullough, Douglas; Gary Shaw, Cleethorpes; Matthew Pryce, Oswestry; Craig Reid, Perth; and Sean Meads, East Oakley.

And many thanks to everyone else who sent in hints 'n' tips but who didn't get a prize. Please keep sending them in - there's no reason why YOUR name shouldn't be here next month!

HEROES OF THE LANCE

Here's a welcome helping hand with US Gold's AD&D game.

When first starting, use magic sparingly since each staff only has a limited number of charges. (Blue Crystal Staff=200 charges; Staff of Magus=100 charges).

Use the 'Find Traps' spell often, as falling rocks severely weaken the team. However, injury from rocks can often be avoided by moving quickly.

Always put Goldmoon third or fourth in the party, with Tanis or Riverwind up front: they have a ranged weapon and a hand-to-hand combat weapon. It's also useful to have a magic user in the first four.

Flint Fireforge isn't too good at combat because of his diminutive size. His forte is dealing with the Aghar; otherwise, use him as chief bearer!

Give all scrolls and wands to Raistlin.

Shields can and should be given to each member of the team. Also, share out the gem rings to instill confidence.

The 'Web', 'Sleep' and 'Charm' spells can be useful if



unfamiliar with normal combat - especially against trolls.

Use the 'Find Invisible' spell to discover potions. However, try to use them sparingly, and only when necessary.

Scrolls contain combat spells and can only be used by one person.

The waterfall behind the door cures wounds, but can be used just once. Make a note of its location and return only when several members of the party are severely wounded. Try not to cast the 'Cure Wounds' spell until after the waterfall has been visited.

During the early stages, the only real problem in combat should be the hatchlings. They are invulnerable to magic, so use the 'Deflect Dragon Breath' spell and get

Tanis to the front. Use his range weapon (the bow) and aim at the hatchling's stomach. Five or six well-placed shots should dispose of him.

When confronting the Bozak Draconians, use a 'Web' spell, running at the same time so that they back off. Once they are webbed, walk behind and attack from the rear, avoiding the magic missile.

Avoid contact with wraiths, as they drain life forces almost immediately. Only red arrows are effective against them, and the same also applies for Spectral minions.

Never run from a spider, since it is more dangerous than standing and fighting.

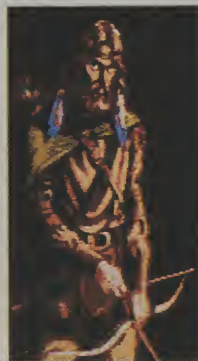
Do not enter into combat with baby dragons: their acid breath is lethal.

To kill Khisanth, throw the blue crystal staff at her.

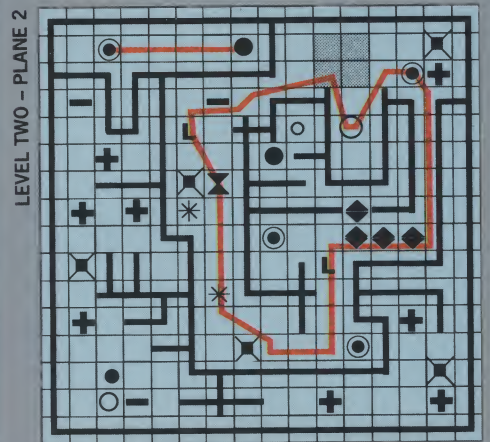
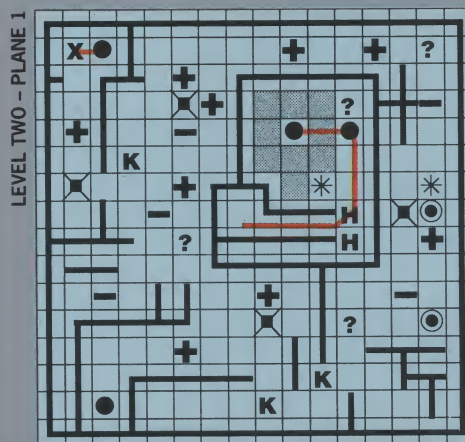
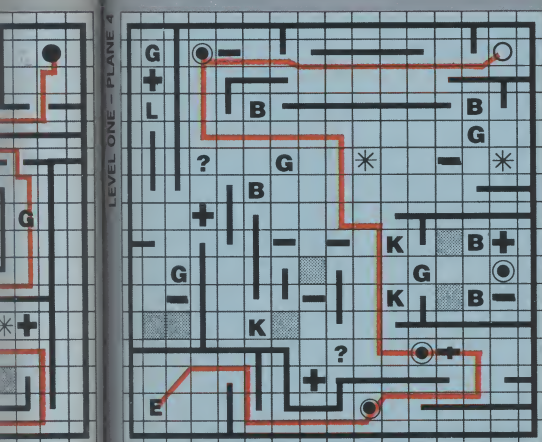
Once the first shaft has been entered there is no going back, so make sure that as many items as possible have been collected, and that members of the team are all equipped with shields and potions.

Do not run straight for the disks - the party get teleported out of the city without them. Run and jump, then let Goldmoon pick the disks up. Move slightly to the left, then push up.

■ Gary Wilson, Aldershot & Mark Kerr, Newcastle

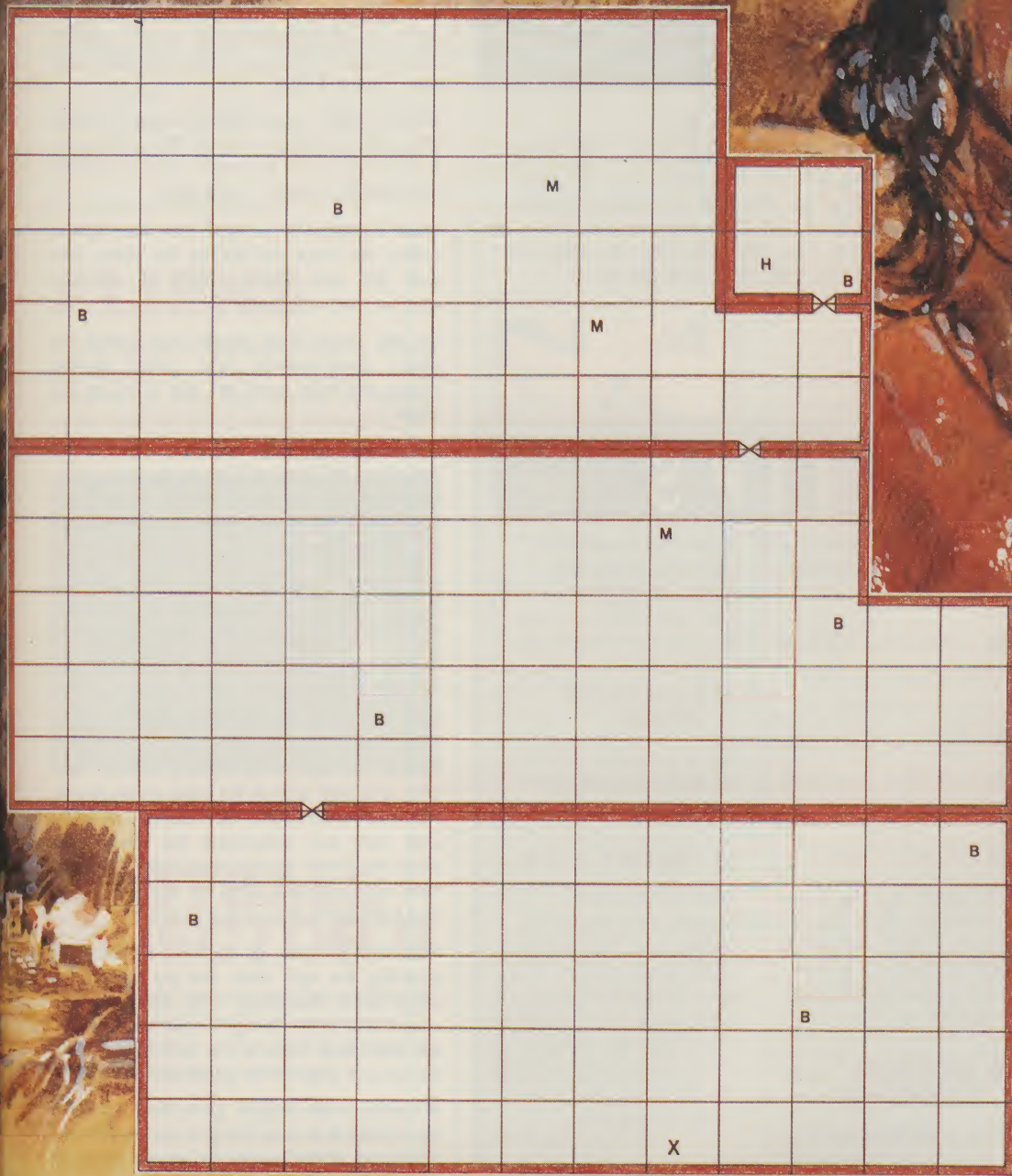


UNIVERSE INCREDIBLE SH

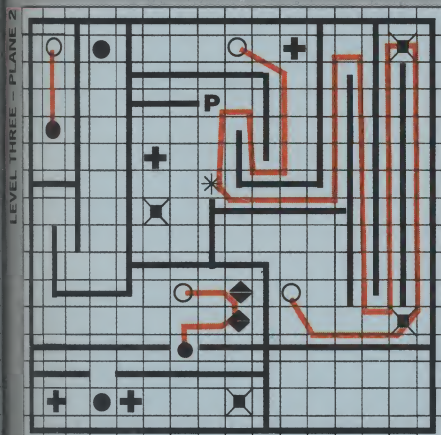


RAMBO III

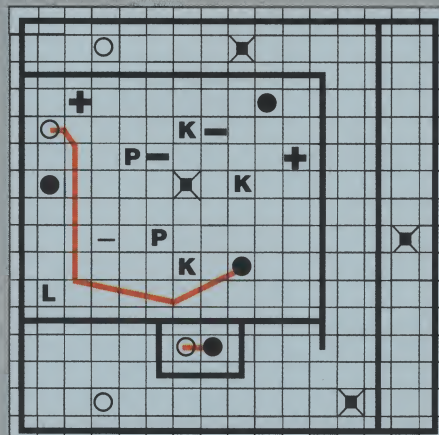
LEVEL 2



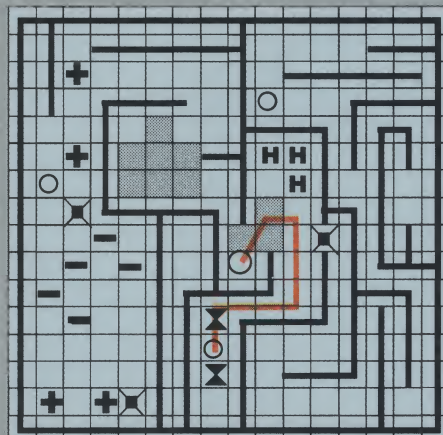
MOBILE SHRINKING SPHERE I



LEVEL THREE - PLANE 3



LEVEL THREE - PLANE 4



ROBOCOP

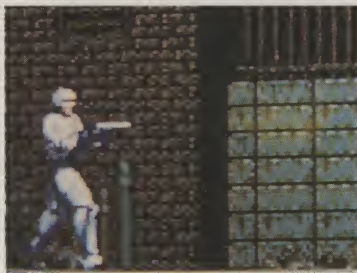
Got a C64? Can't kill Clarence Boddicker? Having a spot of bother with a rampaging ED-209? Good. Type in this listing, RUN it and sit back as the future of law enforcement appears with infinite time and energy for all levels and sections.

```
10 FOR I=352 TO 468: READ A: POKE I,A: C=C+A: NEXT
20 IF C<> 16583 THEN PRINT "ERROR IN DATA!": END
30 SYS 368
```

```
40 DATA 72, 169, 131, 141, 89, 1, 169, 1, 141, 90, 1, 104, 173, 32, 208
50 DATA 96, 32, 86, 245, 169, 1, 141, 86, 3, 169, 96, 141, 85, 3, 169, 32, 141, 84, 3, 96
60 DATA 169, 96, 141, 104, 173, 141, 147, 172, 169, 96, 141, 233, 246, 141, 238, 246
70 DATA 169, 36, 141, 235, 246, 169, 110, 141, 240, 246, 162, 176, 142, 241, 246, 232
80 DATA 142, 236, 246, 169, 179, 141, 243, 246, 169, 1, 141, 244, 246, 76, 0, 128, 169, 96
90 DATA 141, 159, 185, 141, 164, 185, 169, 164, 141, 161, 185, 169, 168, 141, 162, 185
100 DATA 169, 221, 141, 166, 185, 169, 167, 141, 167, 185, 76, 0, 128, 83, 43, 65
```

Thank you for your co-operation.

■ Sean & Adrian Meads, East Oakley



MUNSTERS SOLUTION

No doubt fans of the cult TV show were chuffed to see a computer game based on the antics of the Munster family – and would be even more chuffed to see the complete solution. Look no further.

From the start, go far right and stop at the top of the stairs. Keep shooting the ghosts until the spell bottle fills up, then descend the stairs and collect the object to the left.

Shoot the ghoul to the right, then walk right to collect the cross. Go left, up the stairs, then walk left until another flight of stairs is reached, and walk down.

Go left, shoot three ghouls and collect the object. Keep walking right, collect another object and then head left and back up the stairs.

Go far right and down the other stairs. Head left, shoot the ghoul and go down more stairs. Quickly shoot the three ghouls, collect the object on the left, and then go right to meet Herman and Grandpa.

Collect the object, go up the stairs and wait for the vampire in the middle of the room. When he arrives, blast him, then go right to the end of the graveyard and collect the object.

Walk left killing the zombies, then return to Herman and Grandpa, who are now under your control. Go right three screens without stopping, and then wait at the edge of the fourth. When the hands appear from boxes 2, 4 and 5 walk right and underneath the fourth box. When the hands appear from boxes 1 and 5, head right and then climb the stairs. Grandpa now transforms into a bat and flies off.

With Herman in tow, go up stairs, kill the ghoul guarding the right door and go right (don't worry about the ghoul – he doesn't attack unless attacked). Go right, collect the object, and then meet Eddie in the next room, where the second stage of the game starts.

In control of the dragon, go to the far right of the screen and keep firing in the middle and lower part of the screen to kill the creatures

SEGA TIPS

SHINOBI

When the title screen appears, push diagonally while pressing button 2 and select a level to start on.

QUARTET

On Level 2, kill the monster, collect the key and star, and enter the warp door twice for a bonus sheet.

ALEX KIDD IN MIRACLE WORLD

When the octopi appear in Lake Fathom, kill the first one and sit on its bowl. Keep tapping down and a bonus sheet is entered.

To continue the game, push up and tap button 2 eight times. Note that Alex

must be in possession of at least 400U for the continue option to work.

CHOPLIFTER

On the second stage, fly behind the battle ship, fire and up comes Jaws!

On Level Three, travel backwards past the lava pit.

BLACK BELT

After power-up, press button 1 to access the number of players. A blank screen then appears for about 30 seconds; quickly tap the Reset button for infinite lives.

ACTION FIGHTER

Bring up the name entry

screen, but instead of a name, try the following: HANG_ON, GP_WORLD, SPECIAL, and DOKIPEN for various modes of transportation.

FANTASY ZONE

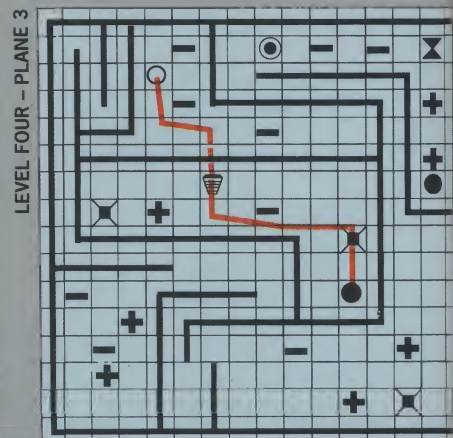
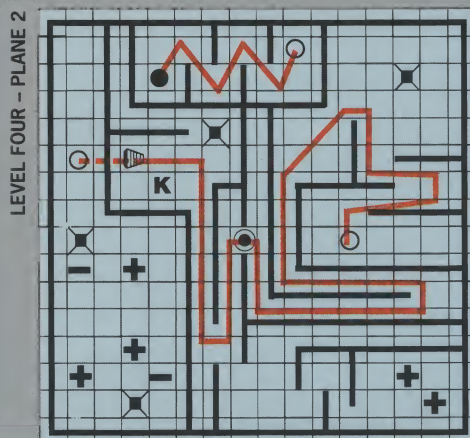
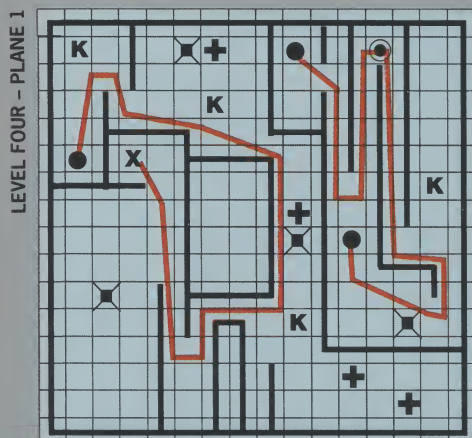
Buy all the engine parts and the ship's weapons never run out.

TEDDY BOY

When the title screen appears, move the control pad up, down, left, right and a new screen appears. Now press up and down nine times, press button 1, and select a starting round!

■ Craig Brown, Middlesex & Daniel Russell, Wroot

INCREDIBLE SHRINKING



as soon as they appear. After a while, the final stage of the game starts.

Go far right and open the doors in the room (it takes three hits to kill the monsters that appear). If Marilyn isn't in that room, proceed to the next, and so on until she is found, and the game ends.

NOTE: Always keep the spell bottle above half-full to kill ghouls, and keep an eye on Lily's energy level; if it falls below half way, the vampire cannot be killed. Also, beware of the fat ghost - he drains the spell bottle very quickly.

■ Gary Shaw, Cleethorpes

ALIENS

Another quickie for the freebie tape: to immediately access the next level, on the C64 simply press the up arrow key, followed by Restore; on the Spectrum it's up arrow followed by Symbol Shift.



■ James Foxton & Jed Pearson, Thirsk

FOOTBALL DIRECTOR II

All those Amiga owners feeling left out after the FD II tips for the ST and Spectrum in Issue 17 - take heart. Here's a neat way of starting the game with a healthy bank balance.

Copy the game onto another disk - files are going to be changed so don't use the original. Boot up the copy as normal, clicking on the 'FD

TOTAL ECLIPSE

Incentive's third Freescape(TM) game is available for the Amstrad, C64 and Spectrum at the moment, and can be completed in a couple of ways. The one below does the job in thirty easy(ish) stages.

- 1) Collect Ankh from aeroplane's wing and enter pyramid via rear door.
- 2) Shoot block, and exit. Reenter pyramid via front door.
- 3) Collect Ankh, go north. **Shoot block and go east**, north and shoot arrow.



- 4) Shoot bar on floor. Walk up to wall, face north and walk into block.
- 5) Go east, north, east, south, north and north.



- 6) Climb steps, **shoot symbol behind building**, enter door.
- 7) Go west, up steps, south, south. Collect Ankh, go west.
- 8) Go west. Face north and go through centre door. Go north, west.
- 9) Shoot eye. Go east, south, south.
- 10) Go through left hand door on north-wall.
- 11) Shoot slab. **Go west and through slim door.**



- 12) Collect Ankh, go south. Go through door under steps, north,

west and north.

- 13) Go through fourth door, go through second door, **walk down steps and push block.**



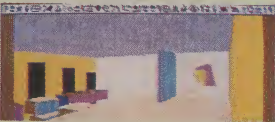
- 14) Go south, east, north, north.
- 15) Reenter pyramid via front door, go north, west and collect Ankh.
- 16) Go through slim door, south. Go through door under steps and north.

17) Go north up steps. Face south, fall off wall, go south, east. Duck down, go east, turn around and head west again.

- 19) Duck down, go west and fall off walkway. **Go south and through door under steps.**



- 20) Go north, west, north. Go through fourth door from left, go through second door and **shoot head.**



- 21) Go south, east, east. Shoot

blocks in front and go east. Face east, shoot wall and fall off the platform.

- 22) Collect Ankh. Go south, south, south and through door on north wall. Go west and then through slim door.

- 23) Go south, through door under steps, north and north up steps.

- 24) **Face south and shoot top door.** Go south up steps, climb next set of steps, face south and fall off wall.



- 25) Go south, east, duck down, east, north avoiding hole in floor and west.

- 26) (Save game) **Walk up steps as far as possible.**



- 27) Duck down and go forwards once only.

- 28) Press 'H' once, then press 'H' to enter Shrine.

- 29) Move close to the statue to avoid the shots of the gun on the ceiling.

- 30) Fire at the gun repeatedly until it is destroyed - end of mission.

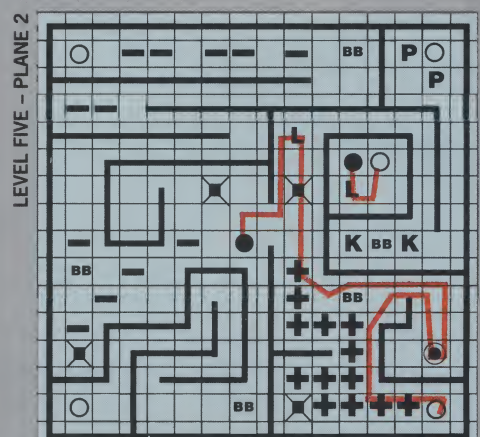
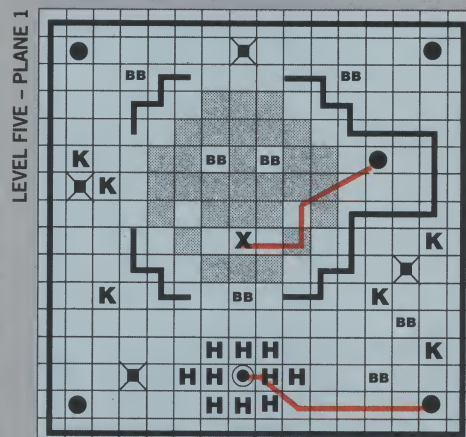
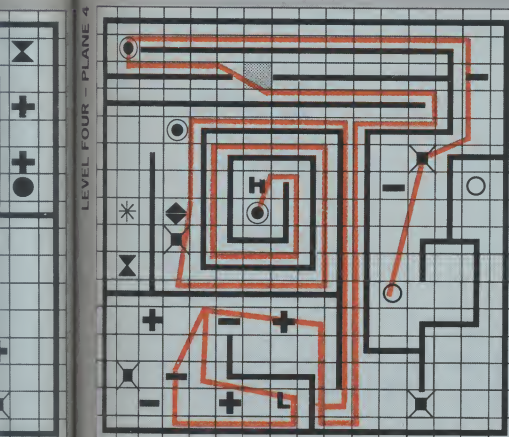
■ Daryl Baker, Minehead

And as if the above solution wasn't enough, Spectrum owners are now treated to the loader listing below. Type it in, RUN it and load in *Total Eclipse* with unlimited Ankhs. Note: no Ankhs are available until at least one has been collected in each game.

```
10 BORDER 0: INK 0: PAPER 0: CLEAR 32767: LOAD "" CODE 65088
20 POKE 65295, 248: POKE 65296, 255
30 FOR F=0 TO 7: READ A: POKE F+65528, A: NEXT F
40 RANDOMIZE USR 65088
50 DATA 205, 85, 254, 175, 50, 162, 181, 201
```

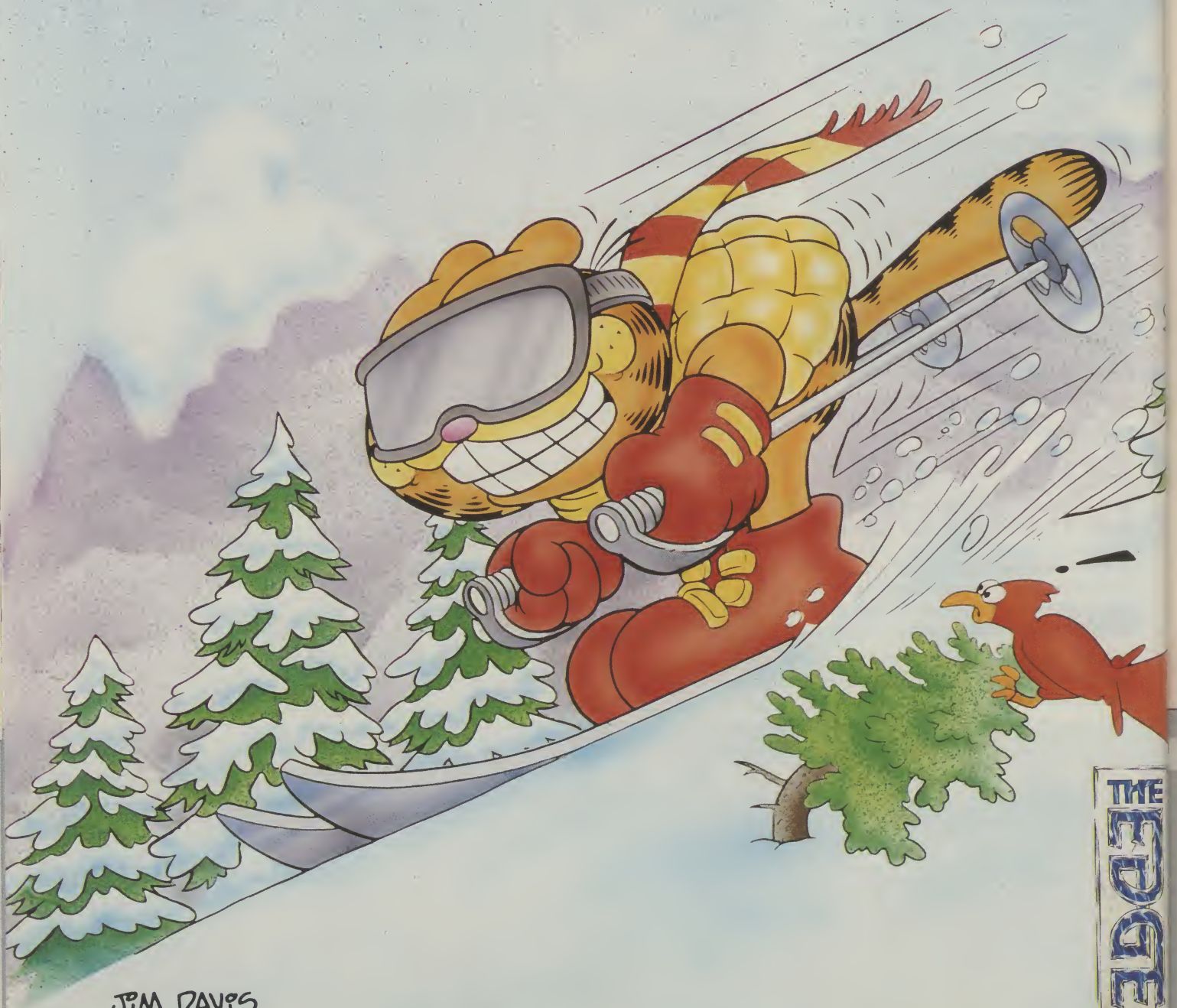
■ Jason Bullough, Douglas

WHERE INCREDIBLE SHRI



Garfield

WINTER'S TAIL



THE
EDGE

LEVEL FIVE - PLANE 3

The ski animal's coming your way soon

II' and 'BOOT.BAS' icons as they appear.

Enter the game as normal. When it's up and running, select the 'Quit' option from the 'Main' section of the pull-down menu.

A CLI window now appears. Type LIST to list the 'FOOT.BAS' part of the game.

Using the cursor keys, edit the program lines 1514 and 2547 to read as follows:

```
1514 NEXT
NW=150+INT(RND*200)
NW=INT(NW/AP)
NV=200+INT(RND*300)
NV=INT(NV/AP)
AI=5000000£+INT(RND*(500000£/AP))
NF=(5000+INT(RND*3000))/AP
NP=INT(NP+NA+NF)
GOTO 332
```

```
2547 GOSUB 2548
IF RA=9 AND AI>300000£ OR
AI>1500000£ THEN J2547
GOTO 2548
J2547: RA=INT(AI/5000)
PRINT TAB(5);
PA5
PRINT "DIRECTORS WITHDRAW";
PA1
PRINT TAB(30);
MONEY INT(RA)
PRINT TAB(3B); "-."
JR=JR-RA
```

In line 1514, making AI equal to 5,000,000 provides £5M starting budget; this can be tailored to suit, however. Line 2547 making RA=INT(AI/5000) stops the directors from withdrawing too much cash every week.

Click on the 'close window' icon for the window containing the program text, and save the amended program file by typing SAVE "FOOT.BAS"

To run the amended disk, boot up the disk as normal, by clicking on the 'FD II' icon. When the 'BOOT.BAS' icon is clicked, the message 'BAD FILE MODE' appears. Accept this by using the 'OK' box.

Close the CLI window containing the few lines of text, by clicking on the 'close window' icon.

Type 'LOAD'. A message box appears prompting for the 'NAME OF PROGRAM TO LOAD.' Using the left-hand mouse button, click on the text bar and type 'FOOT.BAS'.

SIDEWINDER



Tired of the way ST Sidewinder looks? Why not copy the data disk B onto a new disk, and load the individual compressed graphic files into Degas Elite. The more artistic blast-em-up fans may now redraw the backgrounds, explosions and craft at will.

Used in conjunction with the designer program on disk B, ST owners now have a passable version of the Shoot 'Em Up Construction Kit (and it scrolls smoothly, too!).

■ Chris Cox, Glasgow

When the 'OK' message appears, type 'RUN'. The program should now start as normal with plenty of dosh to spend.

■ Les Winward, Middlesbrough

METROID

Nintendo owners enjoying this very Japanese shoot-em-up arcade adventure could do worse than follow the excellent tips below.

First of all, enter the following password:

```
M7- - - -znNw1
YT- rfm W000bL
```

This places Samus in the last zone, Tourain, armed with Screw Attack, High Jump Boots, Varia, Maru Mari, six Energy Tanks, 235 missiles and a long Ice Beam! And not only that, Zeebetite – the Mother Brain's power source –

has been destroyed.

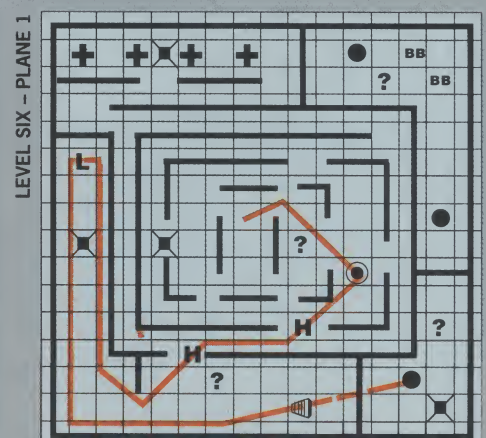
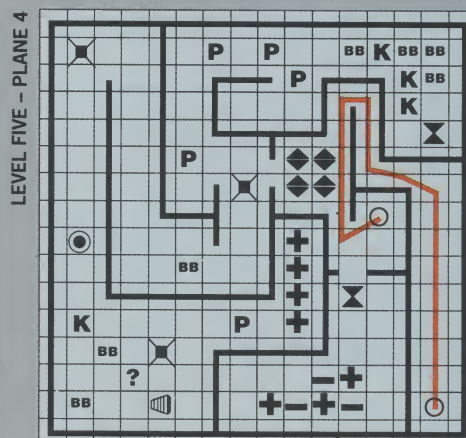
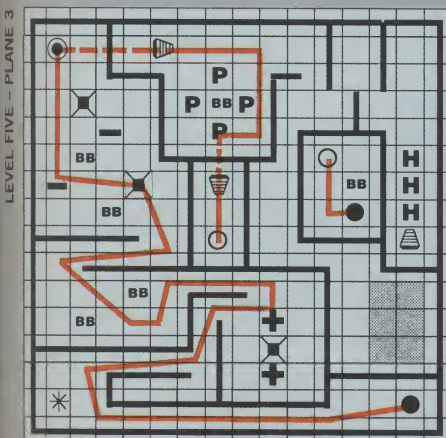
No map of Tourain is necessary since it's a one-way trip to the Mother Brain. But first, to ensure success, the Energy Tanks must all be filled. To do this, simply hang around destroying Metroids. The only way to kill them is to freeze them with the Ice Beam and then blast them with five missiles. The deceased organism leaves a capsule behind which then provides either 30 missiles or 30 energy units.

When the Mother Brain is finally reached, stand facing it between the two metal pillars where the Zeebetite used to be, and blast it with around 30 missiles. If Samus is knocked from his perch by a Rinka, wait until another one appears, freeze it, and use it as a platform to regain the previous position.

Once the Mother Brain is destroyed, a door appears. Enter it, race up the vertically-scrolling corridor, and board the lift to safety.

■ Craig Reid, Perth

KING SPHERE INCREDIB



BAAL

Psygnosis' difficult shoot-em-up suffers from only having six warriors at the player's disposal. To increase the available army, find a convenient fuelling/saving point and then keep moving back and forth between it and the nearest monster, building up points by repeatedly killing the creature. Since an extra warrior is awarded every 5,000 points, repeating the process soon results in a few more men with whom to sally forth and do some exploring.

One such location is at 08-49 on the first level, with a fuelling point and some green, snake-like monsters.

To make things easier still, the following co-ordinates provide the approximate locations of the rocket pads on Level One:

24-04	25-54	49-02	00-53	36-28
48-65	30-52	12-65	18-29	58-37

■ Alan Hughes, Milton Keynes & Ian Urquhart, Edmonton



ELITE

Fuelled by the cheat for ST *Elite*, many people have written in with the byte changes for the Amiga version. To join in the fun, simply type 'SARA' when first prompted for the start-up password, then enter the correct code. During the game, press '*' to bring up the hacking screen, and alter the following bytes for the required effects:

Byte	Value	Result
18.....	FF.....	More money
19.....	FF.....	than you can
1A.....	FF.....	shake a
1B.....	FF.....	stick at
1F.....	46.....	Maximum fuel level
21.....	04.....	Maximum no. of missiles
22.....	01.....	Large Cargo Bay
2B.....	01.....	Fuel Scoop
2D.....	01.....	Escape Capsule
2F.....	01.....	Energy Bomb
30.....	01.....	Energy Unit
31.....	02.....	Naval Energy Unit
32.....	01.....	Docking Computer
34.....	01.....	Galactic Hyperdrive
3A.....	01.....	Retro Rocket
3C.....	01.....	ECM Jammer (activated by 'L')
3E.....	01.....	Cloaking Device (activated by 'Y')
89.....	01.....	Unhappy Refugees
8D.....	01.....	Secret Document
97.....	00-08....	Harmless - Elite rating
9F.....	10.....	Mission 1
9F.....	20.....	Mission 2
9F.....	31.....	Mission 3
9F.....	40.....	Mission 4
9F.....	50.....	Mission 4

Cargo can also be obtained in this way, but since the above items render the user a) incredibly rich and b) incredibly well-equipped, it's really a bit pointless to include them.



NETHERWORLD CHEAT

To escape from the current level of C64 *Netherworld*, try pressing '2', '4' and 'E' all at the same time.

INTERNATIONAL KARATE+

When Archer Maclean coded the ST version of *IK+*, he included a number of special messages and effects which only appear when the correct codes are typed in:

ANBK	EDHK	GLZP	SHAH	STEW	TOTO
ANGL	FOOK	GPZP	SIMR	SUNL	JUMP
FISH	BIRD	PERI	FREZ	PAC	

The following codes have been censored, so a bit of imagination is needed to fill in the spaces.

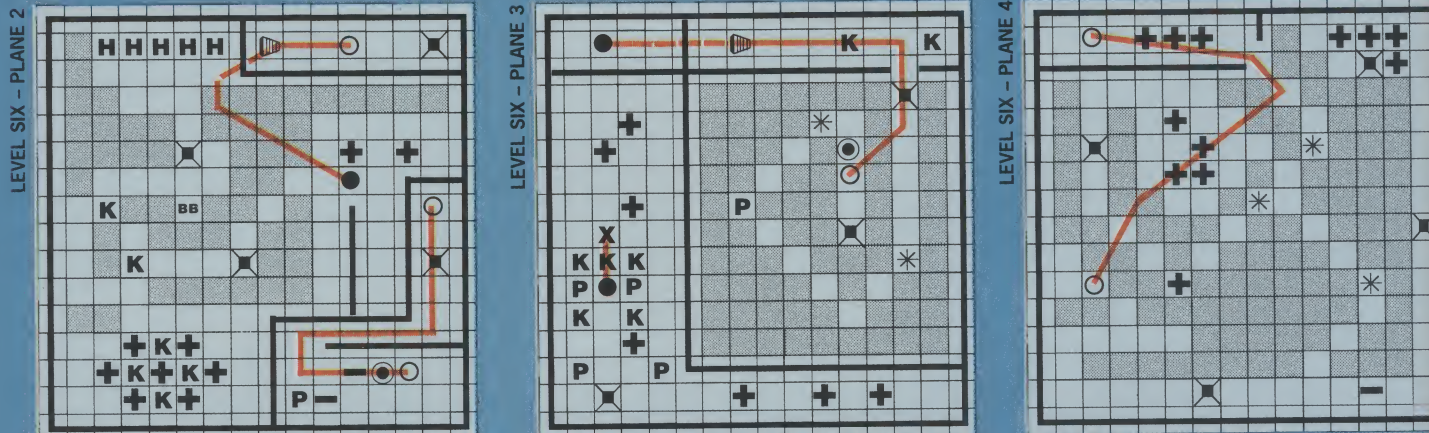
F**K D**K W**K C**T T*T

■ Timothy Cooke, Norwich

WHOOPI!

Last month's *Carrier Command* cheat intimated that the password worked on both the Amiga and the ST. In fact, the correct password for the ST version is 'GROW OLD ALONG WITH ME', again with spaces. Sorry for any inconvenience caused. The offending staff writer has been shot. Again.

LE SHRINKING SPHERE



FEATURED ON TVS's SATURDAY MORNING MOTOR MOUTH



ddRRRRRRring

FEATURED ON TVS's SATURDAY MORNING MOTOR MOUTH

Weird Dreams

RAINBIRD

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.



'State of the Mind'



TODAY'S LEISURE SOFTWARE



COMING SOON ON ATARI ST £24.99 • AMIGA £24.99 • COMMODORE 64 CASSETTE £14.99 • DISC £19.99 • IBM £24.99

Atari ST screen shots

FALCON

GENERAL TIPS

The most important aspect of playing Falcon is the Rank settings, in terms of what you're going to meet in the game. Refer to the manual for the different ranks and their respective reality/difficulty levels. The higher levels rely less on the technology aspect, and more on pilot skill. There are also more variables to watch out for, so be prepared.

The higher up the levels, the less reliable missiles become; flares become more effective and it's more difficult to get a lock-on to another plane. Winning dogfights is no longer a matter of just letting rip with an air-to-air.

When arming up on the later levels, the weight aspect becomes more important. Drag factors also come into play: speed bleed-off in certain turns will be affected, and so on.

DEALING WITH SAMs

The most difficult aspect of low-level flight is attack from SAM sites. There are two types, SAM 2 and SAM 7, ground-based and shoulder launched respectively. SAM 7s are normally fired ahead of the plane and can be spotted by a visual sighting, while the first signal of an airborne SAM 2 will probably be as a lock-on warning signal.

The best method in dealing with ground-to-air is simply to avoid the SAM site. Plan a route beforehand, and keep a constant look-out when flying on autopilot.

However, if a SAM does get on the Falcon's tail, don't hang around. Flip the plane on its head and go into a dive. Turn again, then tail out releasing chaff. As the F-16 bottoms out of the dive – coming within a couple of hundred feet of the ground – release more chaff and then pull up again.

Going inverse before a dive avoids a red-out, since the manoeuvre is similar to pulling a positive-G climb, rather than the more danger-

Mirrorsoft's 'Colonel' Tom Watson climbs into the F-16, pulls a high-G Immelman and spills his guts.



Learn to fly by the Head-Up Display. Russian MiGs are unforgiving of a momentary lapse of concentration, caused by pausing to look at the control panel.

ous negative-G dive. It's also quicker to pull 'up' and dive, than push the nose down as normal.

Releasing chaff at the bottom of the dive confuses the SAM's lock-on, hopefully sending it straight into the ground. If not, it's time to hope that its limited fuel runs out before it hits!

Note that carrying some of the heavier air-to-ground weapons, when ranked at Lieutenant Colonel or above, can cause a loss of stability when turning over; at which point the plane just drops out of the sky. It's therefore best to jettison part or all of the stores beforehand, on the grounds that it's better to lose a payload than a plane and pilot.

COPING WITH MIGs

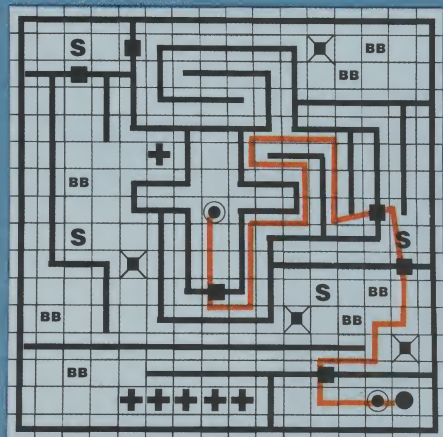
However, at least pilots are safe in the knowledge that they won't have to deal with SAMs, while there are MiGs in the air. But how to cope with the Russian fighters?

To begin with, it's worth noting that MiGs aren't always detected by radar. Keep a check on the HUD – they often appear here first as a lock-on signal – and constantly scan the sky for a visual sighting, using the different viewscreens.

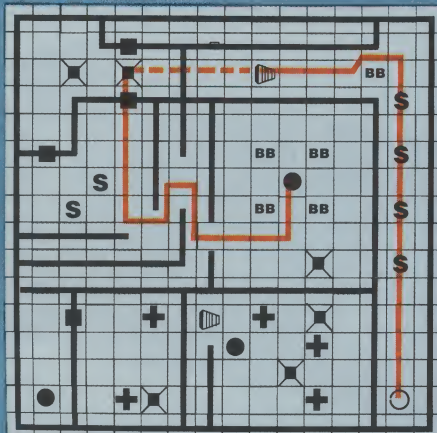
As soon as there are MiGs in local airspace, slow to a combat speed of about 80% revs, around 350 Knots.

CREDIBLE SHRINKING SH

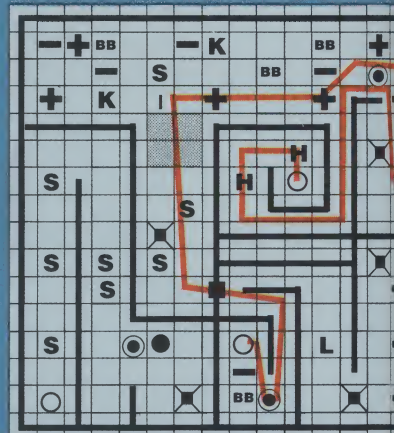
LEVEL SEVEN - PLANE 1



LEVEL SEVEN - PLANE 2



LEVEL SEVEN - PLANE 3



LEVEL SEVEN - PLANE 4

On turning to approach the first bogie, there's a good chance that the Falcon will enter into a head-on manoeuvre called 'engage', where both fighters are headed straight for one another. Select cannon – missiles can't get a decent lock-on to the MiG's nose – and fire once the MiG is on target. With a speed advantage the Falcon stands a good chance of coming out unscathed.

Use the cannon in short bursts to conserve ammunition; it's best not to run out of ammo with a MiG approaching at high speed. If there's no result from the engage, go to air-to-air and attempt to get on his tail. With greater manoeuvrability, the F-16 is in a prime position to do so.

If you can see condensation coming off the MiG's wings, that's because it's pulling a very tight turn. That's when they are at their weakest, so strike while the iron's hot!

Bear in mind that whenever two or three Migs are in force, they will adopt authentic Russian fighter tactics: one plane sets itself up as a target, while the others are getting on your 'six', looking to put an air-to-air up your exhaust.

In this situation, the Immelman is a very useful evasive manoeuvre to learn and execute. However, later levels often require a



Surface to Air Missiles: love them or loathe them, they're here to stay. And there comes a time in every pilot's life when ECMs just aren't enough, so dive, dive, dive!

burst of the afterburner to reach the climbing speeds necessary. Make sure there's enough fuel left, and get ready to fend off air-to-air which home in on the powerful heat signal of the burners.

Success in dogfighting is all down to practice. Always know what weapons are still available, and get used to switching to the correct weapon system without looking at the display. It's also useful to be able to fly by the full screen, using only the HUD for information, to facilitate good visual sighting of the enemy.

ECM pods are useful, since the electronics are extremely effective against radar guided missiles. Apart from their great weight, though, the main problem is that when it's transmitting, it's like a big beacon saying 'Hi, I'm here – come and get me!' And in general, the trouble with the onboard computer systems is that the more there are running, the greater the chance of discovery. The basic principle on any long-distance mission is to fly fast, fly low and fly quiet. ●

FALCON CHEAT

If an engine is lost at any stage during the mission, rather than eject and risk

capture, wait for the RPM to reach zero, then pull the nose up while pressing the 'HELP' key to stabilize the plane. If the airspeed still isn't at zero after this, bank the craft to left and right, so that any vestiges of forward movement are

removed (if the HUD display is out, press '7' on the numeric keypad to bring up an alternative airspeed indicator).

Keep holding the HELP key, to retain level flight, and then wait until the Falcon touches the ground. Press the 'ESCAPE' button and choose 'End Mission' from the pull down menu. A helicopter should now pick up the surviving pilot.

■ Martin Sidgreaves, Lossiemouth.



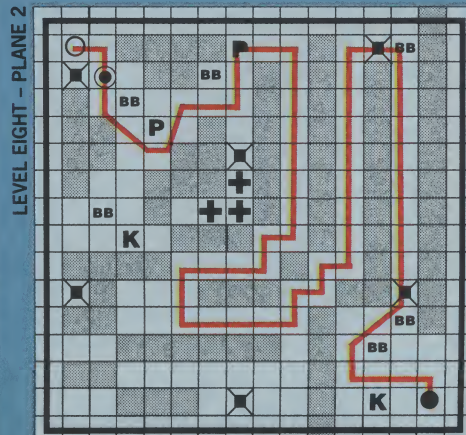
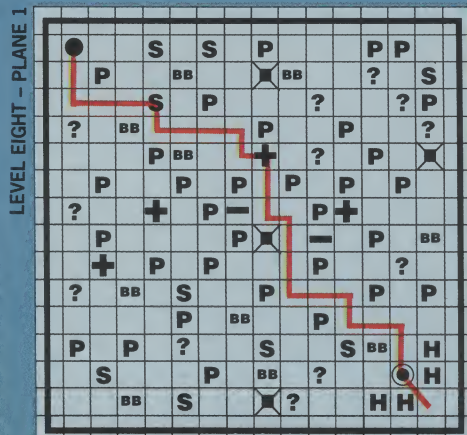
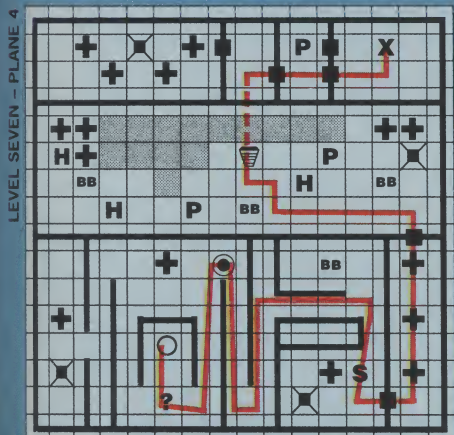
The engine's out, the ECM's down and you've no weapons left. Time to cheat.



Follow the basic rules of Falconry and you just might live long enough to savour the trappings of success...

S H E R E

The preceding maps show possible routes to complete the first 30 levels of ISS (we've left the last one a mystery). The maps are fine for the ST and Amiga, but from level four onwards, ramps are replaced by destructible walls on the eight-bit versions. ■ Thanks to the FoursField team



የአዲስ አበባ ከተማ አስተዳደር የጥበቃና ቴክኖሎጂ ቢሮ

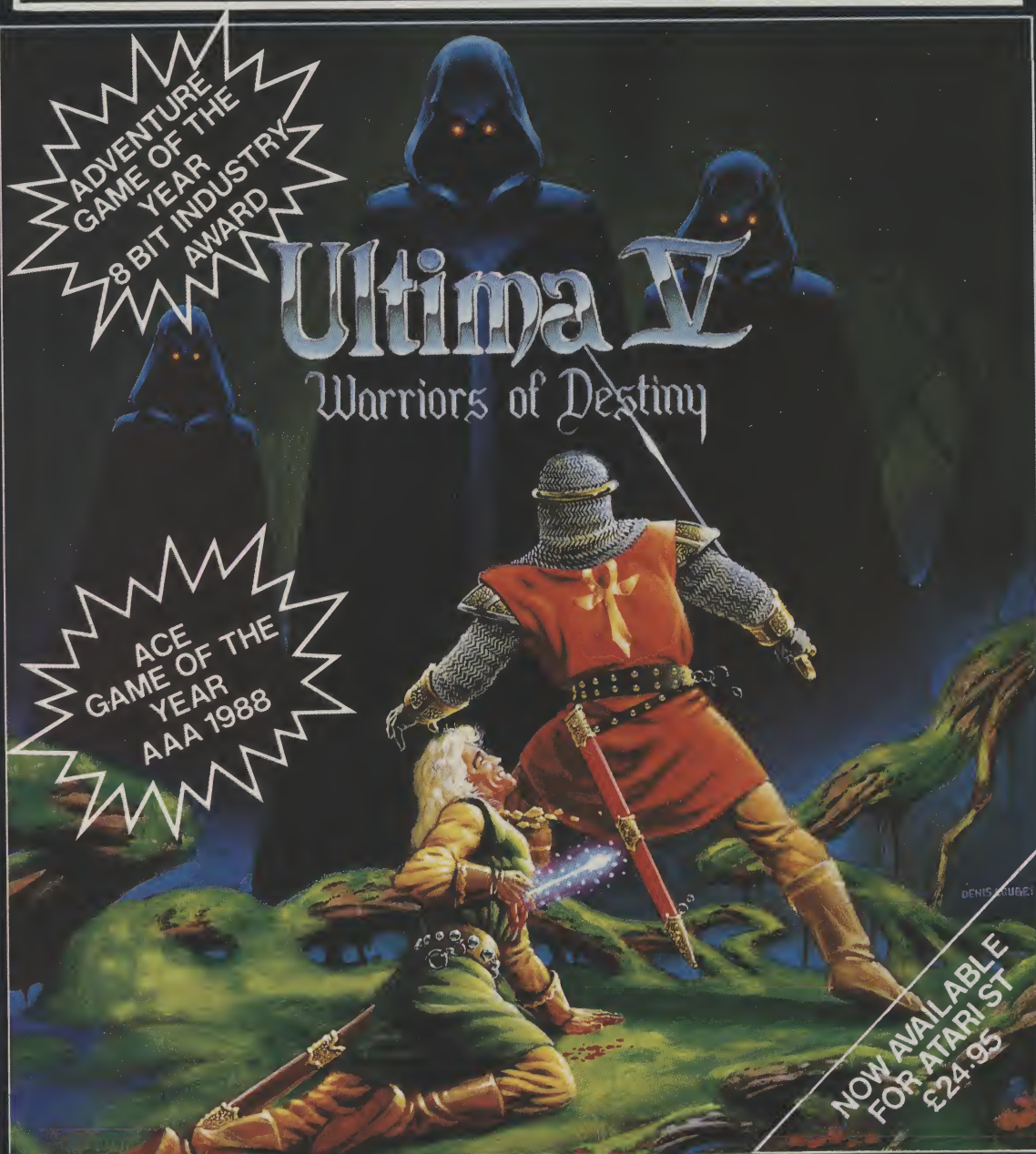
ADVENTURE
GAME OF THE
YEAR
8 BIT INDUSTRY
AWARD

Ultima V

Warriors of Destiny

ACE
GAME OF THE
YEAR
AAA 1988

NOW AVAILABLE
FOR ATARI ST
£24.95

The cover art for Ultima V: Warriors of Destiny depicts a knight in full plate armor, including a chainmail coif, standing over a fallen, bearded man in a green tunic. The knight holds a sword with a red hilt. In the background, three hooded figures with glowing orange eyes loom in a dark, misty landscape. The scene is set on a grassy hill with a body of water in the distance.

Ultima V is Available Now

From Lord British, one of fantasy gaming's most imaginative authors, comes Ultima V, latest in the award-winning Ultima saga. More than four man-years in the making, a labyrinth of mystery and intrigue, Ultima V: Warriors of Destiny will be your greatest challenge!

The fantastic discovery of the new underworld entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expedition's fate.

In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

Available now for C64/128, Disk £24.95.



Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

የአዲስ አበባ ከተማ አስተዳደር የጥበቃና ቴክኖሎጂ ቢሮ

UPDATES: AN AT-A-GLANCE GUIDE

HEWSON £24.99dk

C64 version reviewed Issue 4 – ACE rating 943

On the 8-bits it was astoundingly good. On ST and Amiga it was still astoundingly good. Now, on the PC, it's set to cause late nights and manic addiction all over again.

John Phillips' brilliant invention has been remarkably well converted from the ST and Amiga versions. This means that it's the extended version with two missions instead of one. All the towers are exactly the same, although speed changes on the PC make timing problems slightly different. It plays slower than other versions, but this isn't much of a problem.

The rotating towers look superb and all the hazards and features bounce, spin, float and slide in style. There's the familiar nasty tricks awaiting in the form of disappearing blocks, sliding blocks, doors to nowhere and complicated series of lifts.

In between towers there is the interlude

sequence where fish can be shot while gurgling around in a submarine. This is one of the most impressive feats on the PC because it has amazing parallax scrolling in several different planes. Forget the techie description – it looks fantastic, particularly from a distance.

This one can't be recommended highly enough. It is an entertaining and absorbing game that is certain to prove utterly obsessive.

● Bob Wade

PC VERSION

The CGA version looks great – one of the best exhibitions of CGA graphics there is. EGA looks terrific also. The sound effects are understandably weak but at least they match the Spectrum's.

■ ACE RATING 952



UPDATE SPECIAL

AMIGA

ADVANCED SKI SIMULATOR

CODEMASTERS £19.99dk

Spectrum version reviewed
Issue 3 – ACE rating 727

Codemaster's budget piste-em-up makes it onto the big machines with a slightly-altered title and a major price increase. You can compete against either a friend or the computer as you race down several slopes, each against a time limit. Good fun, but pricey.

■ ACE RATING 540



DEFLEKTOR

GREMLIN/VORTEX £19.99dk

Spectrum version reviewed
Issue 4 – ACE rating 906

This great little puzzle game based on the properties of light has taken a long time to come onto the Amiga. But the wait has certainly been worth it. 60 screens of puzzling and frantic joystick manipulation accompanied by some great music that plays throughout means you'll be playing this for a long time to come. Fascinating stuff.

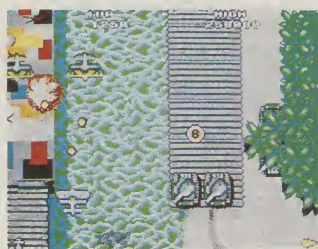
■ ACE RATING 935

FLYING SHARK

FIREBIRD £19.99dk

Atari ST version reviewed Issue
16 – ACE rating 895

A straight port-over of the ST version, so it's just as impressive.



Fabulous graphics and very demanding wave patterns. The sound effects and music were so good that they haven't had to be changed much either.

■ ACE RATING 895

LIVE AND LET DIE

DOMARK £19.95dk

C64 version reviewed Issue 16 – ACE rating 723

As you might expect, things move a lot quicker on the Amiga than they do on the C64, and are a lot nicer to watch and listen to as well. There are still only four courses, which is a pity, but it's very enjoyable and provides a tough challenge. If you fancy playing *Buggy Boy* on water, with a couple of *Roadblasters* and *Out Run* bits thrown in, check it out.

■ ACE RATING 760

MICKY MOUSE

GREMLIN £19.99dk

Spectrum version reviewed Issue 11 – ACE rating 743

Not much to tell this and the ST version apart. Excellent animated graphics and good sound. The gameplay is hectic and varied, but always on the simplistic side – particularly in the sub-games.

■ ACE RATING 770

TITAN

TITUS £24.99

Amstrad version reviewed Issue 18 – ACE rating 677

The scrolling is smooth and not as eye-wrenchingly painful as the Amstrad. The gameplay and levels are the same. Graphics have been improved but not by that much.

■ ACE RATING 691

TRACK SUIT MANAGER

AGAIN AGAIN £19.95dk

Spectrum version reviewed Issue 15 – ACE rating 588

Makes no attempt to introduce any graphics or sound. The strategy elements are the same complicated mix as on the Spectrum. Ideal for footie fans but has little appeal otherwise.

■ ACE RATING 606

AMSTRAD



AFTERBURNER

ACTIVISION £9.99cs, £14.99dk

Atari ST version reviewed Issue 16 – ACE rating 687

Very colourful and fast-moving version – probably the best of the 8-bit ones. It's got the speed of the Spectrum version and far superior

use of colour. Unfortunately the gameplay is still pretty boring.

■ ACE RATING 672

TECHNOCOP

GREMLIN £9.99cs, £14.99dk

Spectrum version reviewed Issue 16 – ACE rating 804

The driving graphics are colourful but don't convey much impression of speed. The sections in the buildings are identical to the Spectrum and virtually the same graphically. Still good value and entertainment on the Amstrad, with two games in one.

■ ACE RATING 804

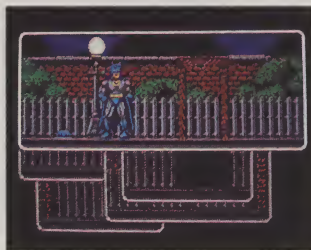
ATARI ST

BATMAN

OCEAN £19.95dk

Spectrum version reviewed Issue 16 – ACE rating 903

Keep the Speccy gameplay and



objectives and improve the graphics and you're left with a great arcade adventure with plenty of puzzling and object manipulation to keep you busy. The two different games come on two separate disks included in the package so once you've completed one it's a

simple case of booting up the other disk and starting in at that.

■ ACE RATING 910

THE GAMES – WINTER EDITION

EPYX £19.99dk

C64 version reviewed Issue 13 – ACE rating 653

It's the same seven events, expertly put together and programmed. There's quite a lot of skill involved in getting proficient at each. The backdrops are pretty and the animation good for each event. Excellent presentation but it's old hat these days.

■ ACE RATING 672

C64

CRAZY CARS

TITUS £9.99cs, £14.99dk

Amiga version reviewed Issue 6 – ACE rating 690

The graphics don't convey much impression of speed and the sound effects are poor. The driving also leaves much to be desired – it's far too easy to lose it on a corner and it's very tough to get the car back on the road.

■ ACE RATING 442

RAMBO III

OCEAN £9.95cs, £14.95dk

Atari ST version reviewed Issue 18 – ACE rating 649

Not as difficult to survive as in the ST version – a welcome change. The gameplay is otherwise very similar. Same mix of exploring and shooting. OK graphics and a decent tune.

■ ACE RATING 662

R-TYPE

ACTIVISION £9.99cs £14.99dk

Spectrum version reviewed Issue 15 – ACE rating 871

The classic Irem coin-op turned out to be a superb Spectrum shoot-em-up, with all the gameplay intact and some surprisingly good graphics. The C64 version is pretty good too, but not quite up to the Speccy standard. Still well worth a look at, though, if you're a blasting fan.

■ ACE RATING 821

WEC LE MANS

OCEAN £9.95cs £14.95dk

Amstrad version reviewed Issue 18 – ACE rating 841

Oh dear! Although the Amstrad and Spectrum versions of this coin-op conversion were great, the C64 version is not. The impression of speed is there, but the car's handling feels all wrong. It's still better than *Out Run* was,



but it's not up to the standard of the others.

■ **ACE RATING 586**

SPECTRUM

A QUESTION OF SPORT

ELITE £14.95cs £14.95dk
ST version reviewed Issue 18 –
ACE rating 672

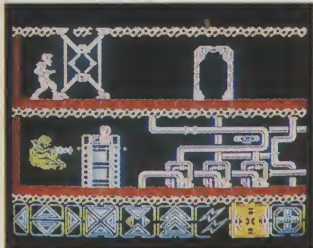
Based on the TV show, this sporting trivia game's a lot of fun. All the rounds are there and there are five separate question blocks to choose from. Great fun if you enjoy this sort of thing.

■ **ACE RATING 672**

OBLITERATOR

MELBOURNE HOUSE £9.99cs
£14.99dk – ST version reviewed
Issue 9 – ACE rating 570

Obliterator was not one of the world's greatest arcade adventures



when it first appeared on 16-bit machines, and to give Melbourne House credit, they have managed to convert it wonderfully to the Spectrum. Unfortunately it's still not a wonderful game and frustrates more than it entertains.

■ **ACE RATING 530**

RAMBO III

OCEAN £8.95cs
Atari ST version reviewed Issue 18 – ACE rating 649

Not much difference in the gameplay, although the enemy guards behaviour has changed a little. Exactly the same problems to solve and area to explore. Looks reasonably good too, but lacking in the sound effects department.

■ **ACE RATING 649**

XENON

MELBOURNE HOUSE £9.99cs
£14.99dk – Amiga version
reviewed Issue 7 – rating 869

The game that made the Bitmap Bros famous makes it onto the 8-bit machines. The graphics are as good as you could expect from a Spectrum, and though all the extra weapons aren't there, the gameplay is. A great conversion of a good shoot-em-up.

■ **ACE RATING 819**

DUNGEON MASTER

MIRRORSOFT/FTL £19.99dk
Atari ST version reviewed Issue 8 – ACE rating 949

UPDATE SPECIAL

It's not often Amiga owners turn green with envy at a game ST owners already have. But something happened last year that must have left every Amiga owner gritting his teeth and smouldering. *Dungeon Master* from FTL/Mirrorsoft arrived. And what a

game it turned out to be.

You take the part of Theron, an apprentice wizard out to recover his master's Firestaff from the dungeons of Lord Chaos. Twenty-four adventurers have tried before you, but the fiendish Lord Chaos has defeated them all and hung their personae in what he grimly calls the Hall Of Champions. It's here you start the quest.

You can choose up to four champions as companions, and after resurrecting them you enter the game proper. By using the mouse and clicking on movement arrows at the side of the main game screen, you proceed cautiously through 14 increasingly difficult levels of Lord Chaos's dungeons. Along the way, you'll encounter all manner of vicious and ferocious monsters that will try to kill you. With some observancy, though, you'll find plenty of weapons and armour to pick up and equip the party with.

After a while, and with the experience gained in a few fights, you'll notice your characters' statistics improving: fighters becoming stronger and magic users more powerful.

What makes *Dungeon Master* really special (apart from marvellous 3D graphics and eerie sound effects) are the puzzles. Time and again, you'll get completely stuck and will have to sit, ponder and think hard before the answer to a riddle or the solution to a problem becomes clear.

Dungeon Master is one of the all-time classics. Like *Elite*, you'll just keep playing it – and believing in the whole dark world that resides in your machine.

● Andy Smith



Hit the button and then get ready to take on some mummies...



Another game with different characters. Those mummies are still a problem...



Screamers (above and below) make a tasty meal for adventurers when you chop 'em up.

AMIGA VERSION

At present *DM*'s only playable on machines with a 1Meg memory but a 'normal' version should be appearing soon. As it is, the Amiga graphics and sound are identical to the ST version and the gameplay's all there. Therefore it's deserving of the same high rating.

■ **ACE RATING 949**



WATCH OUT
FOR...

ENCORE

Elite's cheapie label, Encore, have decided to re-release their re-releases on disk for the C64. The back catalogue initially includes *Bombjack*, *Airwolf*, *Combat Lynx*, *Saboteur*, *Battleships* and *Frank Bruno's Boxing*, all at the basement price of £4.99. These should all be available now, and any further Encore releases will also be available on disk – the next one to watch out for is *Turbo Esprit*, which will also appear on cassette for the Spectrum, Amstrad and C64 at £1.99.

CULT

Fans of footballing games should be interested to hear of D&H Games' plans to release three £2.99 budget games on their newly-formed Cult label. *Soccer Staris* a full, graphical soccer strategy game, set over the four English divisions; *Cup Football* features football management amongst the top European clubs; and *Soccer Q* contains 2,000 soccer-oriented questions in a quiz-cum-strategy game, where the right answers see teams rise through the divisions.

All three titles will be available for the Spectrum initially, with C64 and Amstrad versions to follow.

MASTERTRONIC

One original Mastertronic release to watch out for is *Advanced Soccer Simulator* (Spec: £2.99), a football managerial game which features some good match highlight sequences.

Those wishing to catch up on some back-catalogue action can get hold of *Mindshadow*, (Spec & Ams 'flippy': £1.99), *Rescue On Fractalus* (C64, Spec, Ams: £1.99), *Action Force* (64, Spec, Ams: £2.99), and *Little Computer People* (C64: £1.99) on the Ricochet label.

However, latest news from the Mastertronic camp is that Product Manager Andrew Wright has decided to cease using the Ricochet label for re-release games, preferring to put all product under the Mastertronic banner. The decision has been made because it was felt that original product from Mastertronic was being overwhelmed by the large amounts of Ricochet re-releases. It was also felt that the label simply wasn't needed any more, since there are so many budget labels on the market already.

And in addition to this, the £2.99 MAD label is also to be shelved, making way for Mastertronic +. This will cater for the higher priced 8- and 16-bit products, at £2.99 and £9.99 respectively. It prompts one to wonder how much 16-bit product will be on the ordinary Mastertronic label... Watch this space.

RACK-IT

Up-and-coming titles on Hewson's budget label include *Maze Mania* (Spec, C64, Ams, and possibly on 16-bits) which is, surprisingly enough, a maze game. *Cyberdyne Warrior* (C64 only) is a blast-em arcade-adventure collect-em-up set over 75 screens. Shoot the baddies, collect the prisoners and take them to the safety of orbiting satellites – that sort of thing. Both titles are set to appear at £2.99 for the three eight-bits.

BUDGET
BARGAINS

STREET GANG

PLAYERS

● Amstrad, Spectrum: £1.99



Mickey Spatsburg, as well as having a stupid name, also has a death wish. After the infamous 'Curl' – leader of the biggest gang in New York – threatens to mug everyone who crosses his East Side district, guess where Mickey decides to go?

Streets and roads of the Big Apple are displayed side-on, and Mickey makes his way from left to right across the flip-screen scenery. All manner of assailants appear and attempt to stop Mickey dead in his tracks, with everyone from acid house fruitcakes to gun-wielding grannies laying into our hero. Mickey hits back with bare fists and jumps over gunshots, but can also collect weapons en route.

A bulging bicep signals Mick's current strength, and as he gets hit, so the arm withers. Death sees Mickey explode (!) and reappear at the start of the level.

Hardly in the same league as *Renegade*, this one. Combat is too limited to be of any real interest and the zombie-like characters simply wander on, attack, and wander off again. An over-simplistic beat-em-up, and really not recommended.

■ ACE RATING 418

SAS COMBAT
SIMULATOR

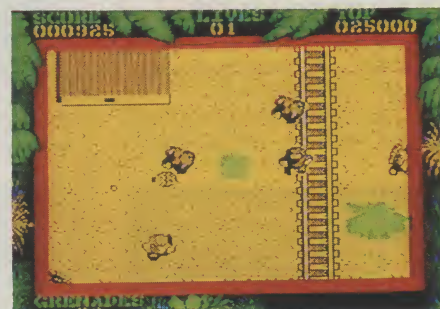
CODEMASTERS

● Spectrum, Amstrad: £2.99

Taking a Commando-style viewpoint, *SAS Combat Simulator* takes the player through four huge levels of enemy-infested landscape, on a clandestine mission to assassinate the rebel leader.

The SAS officer begins his mission on foot

armed only with a gun and a limited supply of grenades. Collection of 'Codemasters' logos is rewarded with a jeep or tank in which to cover ground more quickly; a bazooka with which to increase the death toll; rapid fire, ditto; and a



smart bomb, double ditto.

The play area scrolls alternately horizontally and vertically, with an enemy stronghold at the end of each level. On reaching the enemy headquarters, the display switches to a *Green Beret* style side view, as the SAS officer indulges in hand-to-hand combat against hostile commandos.

Not the most original of games, but a pleasant mix of two game styles. Reasonably portrayed on the Spectrum – even more so on the Amstrad – and proving quite addictive, if lacking in repeat appeal.

■ ACE RATING 712

INTERNATIONAL
SPEEDWAY

SILVERBIRD

● Spec, Amstrad, C64 : £1.99



Probe Software returns to the budget scene yet again, with this unusual speedway simulation. Starting off in the local league, the aim is to progress through the national and continental leagues and, ultimately, reach the World Cham-

pionship in order to make off with the trophy.

Each race is viewed from behind the player's biker, and the oval course moves in perspective according to his position. Acceleration is achieved by pressing the fire button and one turbo-boost is available per race, to get out of trouble or simply try and catch up.

International Speedway makes a good attempt at something different, and succeeds to a large extent. But the main problem is that it's only a one player game; competition against computer opponents tends to become jaded after a few races. The inclusion of a few more options – maybe even an engine tuning/bike design section – would have bolstered the lasting interest.

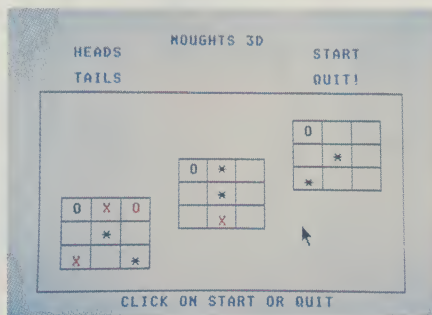
■ **ACE RATING 589**

DISK 15

CASCADE ● ST: £19.95

In a spirit of generosity, Cascade have decided to follow in the tracks of their popular eight-bit release, *Cassette 50*, by producing *Disk 15* for the ST (effectively, 15 £1.33 games).

But although boasting '15 amazing games on one disk' the package actually contains 15 badly-programmed and generally awful compiled BASIC routines. The delights on offer include Hangman, Mastermind, Othello, Draughts, Solitaire and 3D Noughts and Crosses as the more competent, if unexciting, games. However, the real dross comes in the shape of *Astro Dodge* (dodge the asteroids by moving left and right); *Heli Bomber* (seen as a



BASIC listing for the ZX81 in Issue One of C&VG, 1981); *Sub Hunter* (drop depth charges on the submarines); *Rally Driver* (a tepid version of the old black and white arcade game, *Grand Prix*) – and so it continues, ad nauseam.

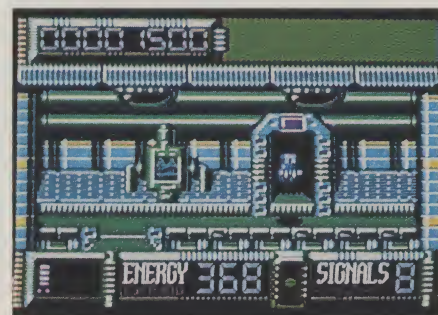
A more despondent and dismal bunch of games you could not wish to meet. To be avoided at all costs, except for reasons of nostalgia or to have a good laugh.

■ **ACE RATING 163**

STEEL

RACK-IT ● C64: £1.99

The stage for Rack-It's latest game is a large computer complex filled with high-tech equipment and patrolled by hordes of laser-spitting hover droids. The player's droid (a dead ringer for V.I.N.CENT from *The Black Hole*) is directed around the complex, and is charged with the collection of eight cartridges, only three of which can be carried at one time.



Once collected, the cartridges must be transferred to eight cartridge slots located in one room. However, the slots must all be activated beforehand by accessing active terminals throughout the building. A sub-game is entered, where a moving wall of blocks is eventually destroyed in order to shoot the central data-bus (similar to the destruction of the guardian in *Phoenix*).

The droid is continually beset by the electronic opposition who blast and bounce into him, decreasing his energy as they do so. This can be replenished at terminals in exchange for points already earned.

Continuing the Rack-It tradition, *Steel* sports some gorgeous graphics – backgrounds and sprites. However, a high standard of gameplay is a tough act to follow, and unfortunately *Steel* misses the mark. It's enjoyable at the outset, and caters for the blasting and mapping fraternities, but the repetitive nature of the mission may not be to everybody's taste.

■ **ACE RATING 635**

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

TEN ★ REPAIR SERVICE

Commodores Repaired

Spectrum Repaired

BEST SERVICE – BEST PRICES!

ARE YOU ANOTHER CUSTOMER – fed up waiting weeks for your repair?

Need your computer repaired fast? Then send it now to the **VideoVault 24hr Repair Service**. We are able to repair your 48K Spectrum using all the latest in test equipment for only £19.95 (Spectrum 16K/48K and Plus models only). We also have a 'while you wait' department (please call for an appointment) for same day repairs. Commodore 64 computers repaired for only £35.00 including Vat & P+P (Power supplies and Tape Recorders excluded). Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing plus VAT. Don't forget we are Amstrad authorised for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul, included in the price. We check sound, loading, memory, colour and ear/mike sockets to make sure your computer will give you years of service.

We now have available a Disc Drive and Printer System for the Spectrum call us for details.

VideoVault Ltd.

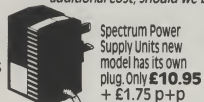
Send your computer to: **VideoVault Ltd.**, Railway Street, Hadfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499. Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT No. 981013

- Mail order repairs (Spectrum and Spectrum +) only £19.95. Spectrum +2 £25.00. Commodore 64 £35.00 including parts, labour and P+P (Power supplies and Tape Recorders extra).
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- While you wait repairs £25.00 (Spectrum and Spectrum +) Spectrum +2 repairs £30.00. Commodore 64 £40.00 (Replacement Tape Recorders and Power supplies are at an additional charge).
- Spare parts available by mail order or over the counter.
- Six top games worth £39.00 free with every Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16 + 4, Spectrum +2 and +3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Over 6 years of service in computers.
- 3 month warranty subject to our terms of trading which are available on request just send 2 x 19p stamps (The extra warranty by us is additional to any other rights you already have).

(should a computer be classed as unreparable due to tampering we may be able to offer a replacement circuit board at additional cost, should we be unable to repair your computer due to tampering there will be a charge of £10.00 levied).



Spectrum Power Supply Units new model has its own plug. Only £10.95 + £1.75 p+p



Commodore 64 Power Supply Units. Only £29.00 + £1.75 p+p



Replacement Keyboard Membranes Spectrum 48K £5.50 + £1.75 p+p Spectrum + £12.90 + £1.75 p+p

VideoVault Now over 6 years, repairing home micro's throughout the world, 1st class service and fast turnaround. All computers are soak tested before return.

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts. "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 3,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 x 19p stamps for your free copy. Over 24 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES
FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD MEMORY TEST
PLUS BONUS
YOUR FREE WITH EVERY SPECTRUM REPAIR
£39.00

Why not bring your computer in for 'while you wait' service. Call for an appointment

RENEGADE II

THE FINAL CHAPTER

THE FINAL CHAPTER

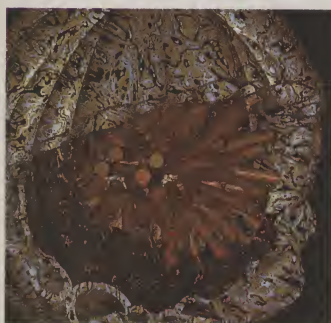


When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man,

mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!

SPECTRUM £8.99 • COMMODORE £9.99 • AMSTRAD £9.99 • ATARI ST £19.99 • AMIGA £24.99

TEA 4D



Funny how these things seem to come together. *Sculpt-Animate 4D* for the Amiga has just been released in this country by Byte by Byte, coinciding with the first major one-man exhibition of computer graphic art in Britain, 'The Conquest of Form: Sculptural Images by William Latham' at the Arnolfini Gallery, Bristol. The importance of such coincidence is that this new version of *Sculpt-Animate* has the power to produce images similar to Latham's – images of which any artist might be proud. Our resident computer artist, Brian Larkman, has a look at Latham's work, a try at *Sculpt-Animate 4D*, and highlights the differences.



TEA HELIX - Mundane scenes with subtle Alice-In-Wonderland twists are very effectively rendered with *Sculpt-Animate 4D*, which is reviewed by Brian Larkman in the following pages. *SA4D* features a new and exciting tool, 'helix', that operates by drawing an open or closed curve as a profile, with a simple edge to define the radial and axial offset for each sweep rotation. Visualise a washer slid along a spring. As it passes up the spring it is rotating round the central axis of the spring. With each complete rotation it moves along the axis by a certain amount, the axial offset. If the spring tapers along its length then each rotation of the washer moves it away from the axis by the radial offset. Simple, really!

When it first appeared shortly before the 1987 PCW Show, *Sculpt 3D* marked the beginning of a new era for computer graphics enthusiasts. It was the first program to offer simple and easy to use ray tracing on an unmodified 'home' computer, the Amiga: it provided an excellent modelling system that allowed almost any object to be 'sculpted' on screen, similar in many ways to the systems used by professional computer graphic animation studios. Later it was upgraded to a full animation system, *Sculpt-Animate*, and many new modelling features were added.

Now the series has culminated in *Sculpt-Animate 4D*, an even more polished version. This process of continuing software support and development from the major software publishers is characteristic of mature systems such as the Apple Mac or IBM PC. Byte by Byte are one of the first companies to display the same professional attitude toward the Amiga.

TRI-AL VIEW

Right from the original version, the superb modelling interface of *Sculpt 3D* – the Tri-view – has remained unchanged. In its perfect balance of clear, thoughtfully-positioned and informative icon 'gadgets' and carefully-coloured wire-frame model, the Tri-view is unequalled. Even the recently-arrived *Caligari* system, good as it is, doesn't put as much power in the hands of a novice user straight away.

The three windows that make up the Tri-view are almost standard Amiga windows with the addition of 13 frequently-used 'hand tools' conveniently positioned for immediate access. These are described in more detail in the illustration below. The more specific 'power tools' are reached from menus or the keyboard.

A LA CARTE

The real power of *Sculpt-Animate* has been growing, behind the scenes, on the menus. The original tools in *Sculpt 3D* relate solely to the construction, transformation and rendering of the three-dimensional model. The starting point can be one of nine geometric primitives or a more complex object generated from a curve defined by the user. This curve can be spun

into a spindle or pot shape or extruded into the third dimension.

Once the basic shape has been defined groups of points can be selected and acted on independently – sections or whole objects can be expanded or contracted, points can be dragged in one or more windows to distort a shape or drag out a spout or indent the surface, gaps or holes can be filled, surface colour, texture and smoothing can be set. Similarly whole objects can be rotated, duplicated, reflected, distorted in any direction, coloured and saved independently so that libraries of objects can be built up.

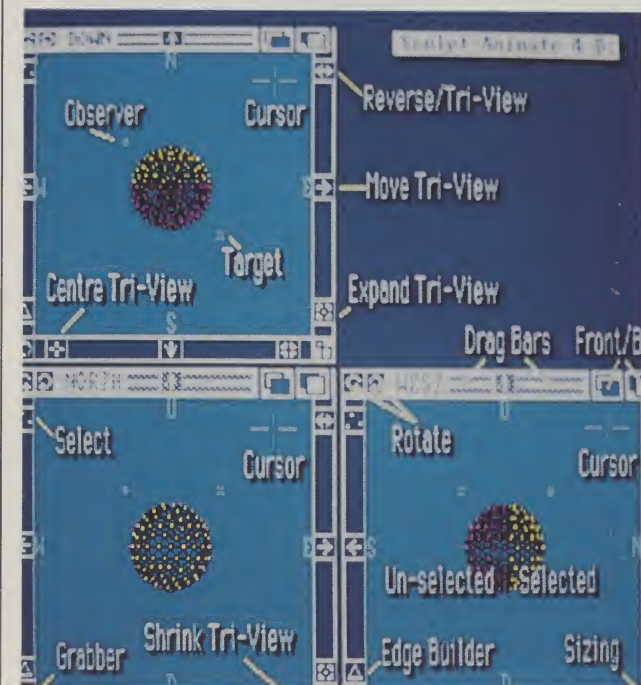
Next the environment can be set up for rendering. The position of the observer or 'photographer' is determined by the cursor in two windows and set from the menu. Likewise the direction of view or 'target' of the observer and one or more light sources are positioned, the colour of the sky and ground are set, and the depth of shadows is chosen. (The results of these settings can be varied by changing other parameters such as tilt, exposure and focal length of lenses – similar to those of a 35mm camera.)

Finally the image size, resolution and rendering method are set and the render is started. The rendering methods available increase in quality roughly in proportion with the rendering time. Hence a wire-frame view with no hidden line removal is almost instant, but a full-blown ray-trace can look photo-realistic but take many hours to complete.

ANIMATE

The arrival of *Animate 3D* added several useful new modelling tools, in particular a form of Bezier curve or 'spline' to generate smooth curves. More significantly *Animate* provided a means to describe motion and kinetic transformation, or 'tweening', for every object and its parts, together and separately. In addition to the shape and motion of objects, *Animate* can cope with transformations of colour, smoothing, surface texture and even lighting. Similarly the position of the observer and target can be changed to give panning and zooming effects.

For example, it would be possible to ►



THE TRI-VIEW – The three windows of the Tri-view represent three sides of a cube, viewing North-South, East-West and Up-Down respectively. These directions are used rather than the more conventional X, Y and Z for ease of visualisation, a theme followed up throughout the *Sculpt* system with 'real-world' analogies being used for almost all functions. Other gadgets allow the view to be 'panned' relative to the world displayed within, zoomed in and out, centred on the cursor and rotated in either direction. Objects can be built up using point and edge building gadgets and those visible in the windows can also be selected ready for some manipulation or transformation operation.





Throughout human history artists have striven to find the ideal medium – plastic yet permanent, sensitive and varied yet subtle – allowing their emotions and inspirations to take form for all to see. Wood, clay, stone, marble, metal and plastic have all been tried with some degree of success but each material has its limitations. The latest medium to be tried is not strictly a material at all, and that is the source of its appeal and versatility.

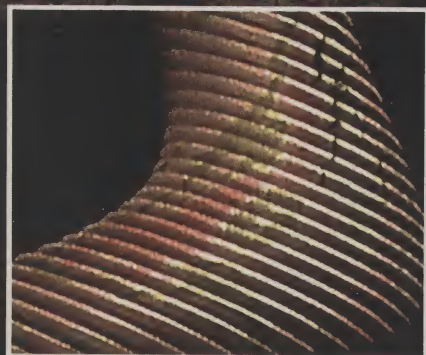
3D modelling using a computer provides a means to generate 'virtual' objects easily that can take on any form, colour or surface texture the artist desires without the expense and hard work of actually making them for real. Like word-processing for the writer, computer modelling allows the artist freedom to experiment almost at will and to revise his work subtly or dramatically many times with little pain. Only then, when the final selections are made might the finished work need to be made 'real' with a hard copy.

Very little of William Latham's recent sculpture has taken on any real dimension. As well as existing in his mind – as does the work of most artists – it takes form within an IBM computer, behind a monitor screen which, as Latham writes in the catalogue to his recent exhibition, "...acts as a window looking into a three dimensional volume of synthetic, illusory space ... it is within this space that I make my sculptures." The final product, the saleable 'piece', is usually a Cibachrome print of the image. Some of these are reproduced here.

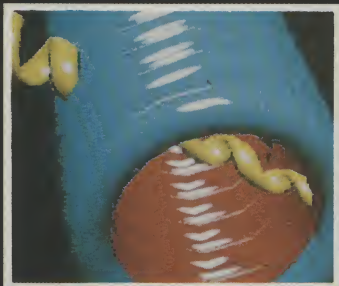
Unlike most computer artists, Latham uses programming, admittedly at quite a high level, to produce his art. The use of computers grew from his work as a post-graduate student at the Royal College of Art with evolutionary and biomorphic shapes developed from drawings and prints on paper. After the Royal College he was awarded a Research Fellowship by IBM UK to continue his work at their Scientific Centre in Winchester. Access to powerful hardware and IBM UK's own solid modeller software, WINSOM, resulted in his unique evolutionary forms. Using the high level interactive graphical language ESME, also developed in-house at Winchester, Latham produced images that surprised even the designers of the software.

Many of the forms are evolved from simple geometric 'primitives' – sphere, cone, cube, cylinder, torus – transformed according to a set of rules applied repeatedly in different sequences. These operations generate a 'wire-frame' model which is then translated to a solid model by WINSOM, applying colour and texture according to other parameters such as lighting position and texture map type. Some of the results can be seen here.

If you want to see more of Latham's work it will be touring to Milton Keynes (25 Feb – 1 Apr), Halifax (6 Apr – 18 May), Barnsley (23 Jun – 30 Jul), Newcastle (2 Oct – 28 Oct), Preston (4 Nov – 9 Dec) and Folkestone (13 Jan – 19 Feb, 1990).



On first sight, Latham's work looks real. The illusion created is so good you are left wondering what the originals are really like – their scale, the feel of their surfaces. Then you begin to question how they could have been made – and realise that many of them are impossible. Delicate spiral traceries apparently sculpted from marble, burnished metal gradually transforming into stone, such inconsistencies stretch to breaking point the normal powers of description. In fact much of Latham's work is indescribable, based on a world where our familiar laws of nature are ignored or distorted.



make a thin, pink face gradually turn fat and blue while shaking from side to side, with the viewer panning across and zooming in and the sun rising from horizon to zenith. All these changing parameters could be set up in one global scene and perhaps a couple of key scenes, then the program would generate all of the in-between scenes and render a frame for each one, eventually linking them all together into a smooth animation.

Like the original Tri-view, this animation system was beautifully implemented from the start, so that little has needed to be changed for the *Sculpt-Animate 4D* upgrade. Rather it is the modelling and rendering tools that are again further developed...

HELIX THE CAD

Because the Tri-view and animation systems are so little changed, the first impression of SA4D is a little disappointing. Apart from a change of colour, all

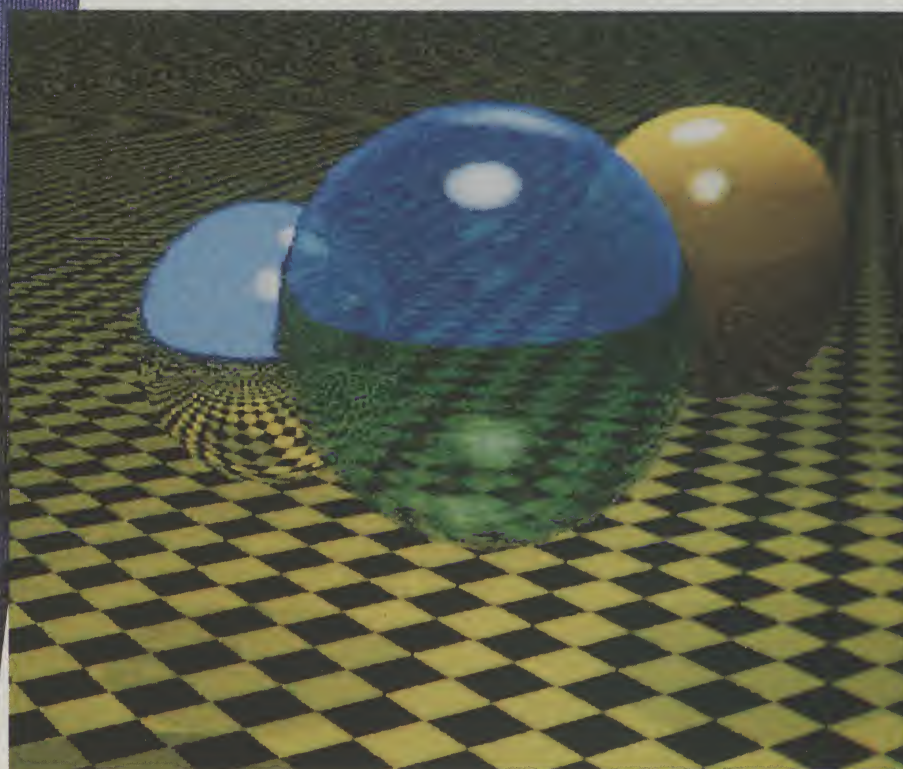
the improvements are hidden amongst the menus, or even deeper under the skin. The file requesters have at last been improved (though we still do not have the choice of adding icons to the image and anim files, and what about file comments?) Grids and grid-lock, hide and reveal of selected vertices, angle measurement and user-defined 'hot key' macros are some of the other useful additions. A new 'metal' texture, faster 'scanline' rendering modes and an overall speed improvement are also very welcome.

The most exciting improvement however is Make Helix. At a time when William Latham is providing inspiration, this device is by far the most fun, as you can see from the illustrations. Even when the novelty has worn off, it will prove to be a powerful tool.

One common reaction to much of the best Twentieth Century art is the sometimes resentful feeling that: "...if only I had thought of it I could easily have done that...". Although considerable skill and expertise are still required, the predominant feature of many modern works is this original 'idea', sometimes just the application of some new material or technique. The work of William Latham fits well into this category. It is too late now for any of us to come up with Latham's idea. Nevertheless the influence of other people's inspirations on our own work is a reasonable one. Almost all art is derivative in some sense.

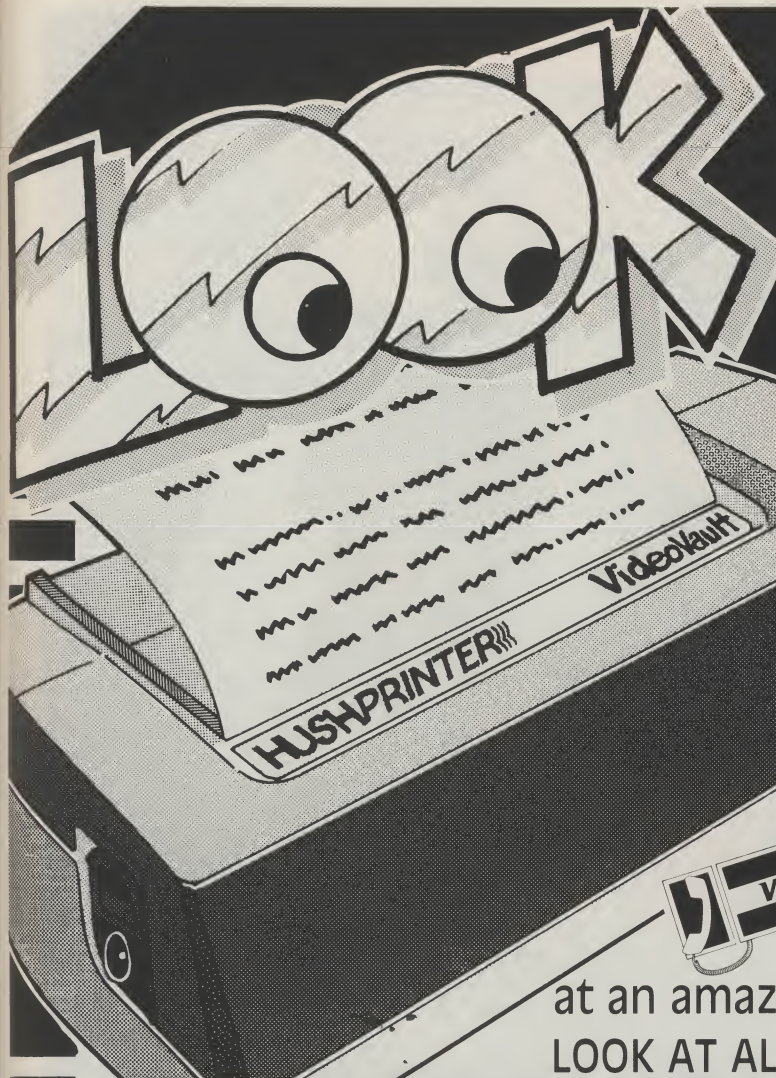
Sculpt-Animate 4D gives us all a chance to experiment with similar techniques and themes to those of Latham – though at a much lower level of complexity and finesse – and still have just as much fun! ●

THREE SPHERE TEST – The biggest cliché in computer graphics, spheres against a chequered background, still provides the best test of a rendering system. The new version of *Sculpt* seems from this test to be greatly improved. The rendering time of this image was greatly reduced over the old version (though still several hours!) and the accuracy of the ray-tracing is also very good. The usual fringing effects associated with HAM images are now all but eliminated. Transparency in particular is greatly improved, especially at the edges. Some HAM pictures (though not this one) show an odd horizontal banding which may be some sort of bug. This only occurs in Photo (full ray-trace) mode.



Each of these images has been modelled using the helix tool of SA4D. Although they are much less complex than William Latham's images, they have a functional similarity. They represent only a few days' practice but the versatility of the program suggests that more complex and interesting structures will develop. If so, you will see them first in ACE.

WHAT VIDEOVAULT HAVE GOT FOR YOUR COMPUTER



FOR ONLY
£99⁹⁵
VAT + P&P
INCLUDING



AT LONG LAST
due to customer
demand the VideoVault
have a fantastic printer
at an amazing low price, of only **£99.95**
LOOK AT ALL THESE AMAZING FEATURES:

HUSH PRINTER by the VideoVault

- ★ **FAST** – Bidirectional text printing at a quick 80 characters per second.
- ★ **QUIET** – less than 56DB noise (In case you need to hear a pin drop).
- ★ **VERSATILE** – Under control from you computer print line can be set for double size characters at 40 per line or half size characters at 160 per line, linespacing can be programmed to 4.5, 6 or 9 line to the inch.
- ★ Standard unit less than three pounds in weight including 100ft of paper roll.
- ★ **ECONOMICAL** – Uses low cost thermal paper, sharp tear bar permits economy tear off paper lengths – use only what you need no ribbons to run out or replace.
- ★ **RELIABLE** – A full 12 months warranty.
- ★ Manual controls – power on/off, linefeed.
- ★ Print modes text – bidirectional, graphics – unidirectional.
- ★ Print characteristics – alphanumeric.
80 characters per line.
40 characters per line in Expanded Mode.
160 characters per line in Condensed Mode.
Graphic – dot addressable.
4800 dots per square inch (60 vertical by 80 horizontal)
- ★ Self test build in standard, activated by holding down linefeed switch with power off and then turning power on.

TRADE &
OVERSEAS
ENQUIRIES
MOST
WELCOME

Amstrad
464

IBM
or
Compatible

Atari
ST

BBC
Model
B

Spectrum

Psion



Amiga

Commodore
64

Z88

VideoVault

LIMITED

Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA.
Tel: 04574 66555/67761/69499 Fax No.: 04574 68946.
Head Office and Access & Visa orders, queries.

© COPYRIGHT VIDEOVAULT LTD. 981042

How to order your Hush Printer

Please supply me with _____ Hush Printers for my (tick box)
Commodore 64 ☐ Spectrum Model 16k/48k/+2 Including Interface ☐
Atari St ☐ Amiga ☐ Psion ☐ IBM or Compatible ☐
RS232 Output ☐ BBC Model B ☐ Amstrad 464 ☐ Z88 ☐
at a total cost of **£99.95** each including VAT and P+P.
We also have available a Battery Portable Model for those on the move for the
IBM or Compatible ☐ Psion ☐ Z88 ☐ at only **£149.95** including VAT and P+P.
All overseas orders add £10.00 for P+P charges.
Payment can be made by cheque/postal order, Access/Barclaycard. Made out to VideoVault Ltd.

NAME _____

ADDRESS _____

POST CODE _____

I authorise you to charge my Access/Visa card no.

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

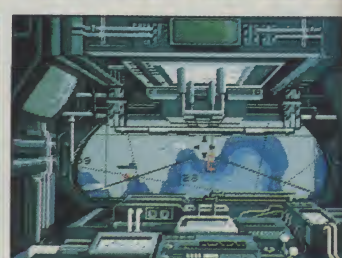
Signature: _____

Send your order today to:

VideoVault Ltd,
Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA.



OPERATION NEPTUNE



The tranquil surface of the Pacific Ocean belies the battle of wits taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bike and technologically advanced bathyscaphe should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first sniff of blood! So check your oxygen supply, and dive, dive, dive...

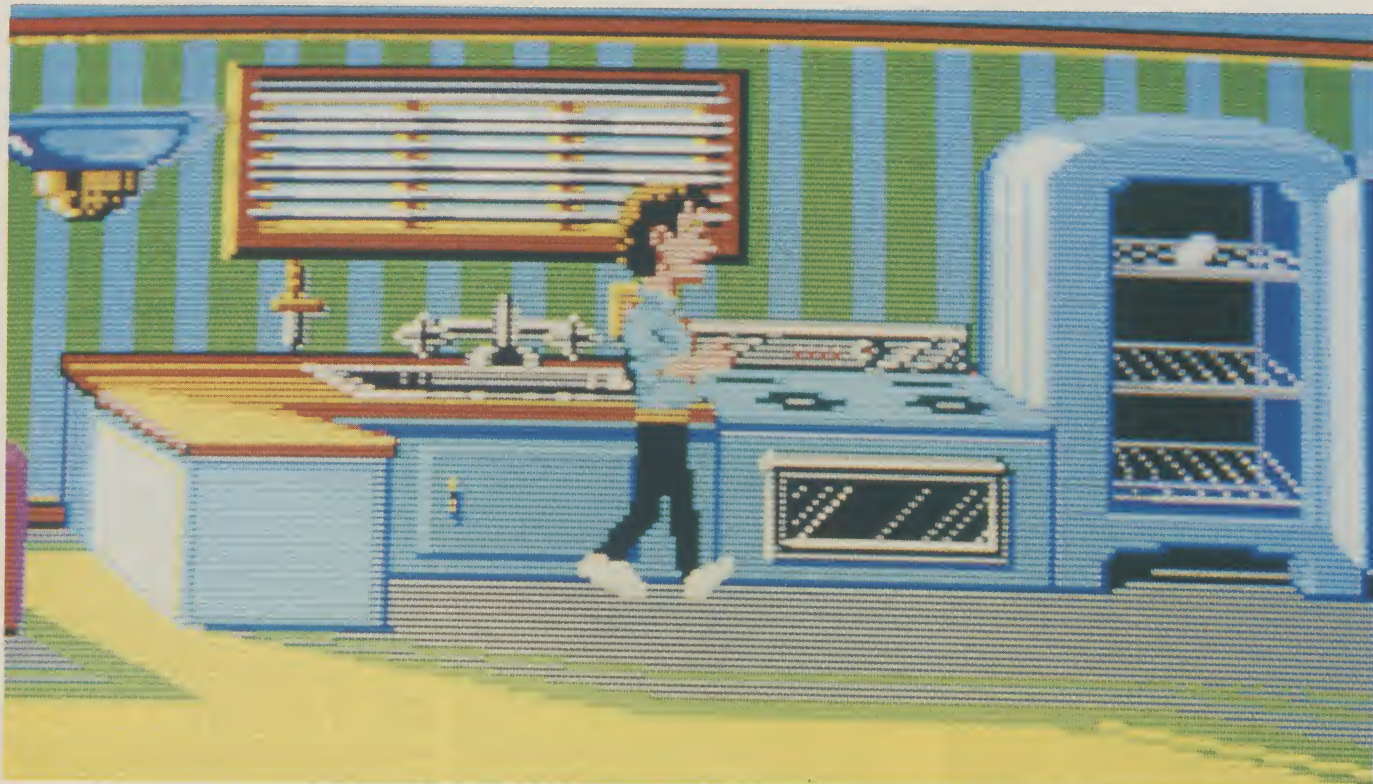
Atari ST, PC, Amiga £24.95

CBM64, Amstrad £14.95 (disk), £9.95 (tape)

INFOGRADES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 2RQ.

INFOGRADES





GAMES THAT PUT YOU IN THE FRONT ROW...

STEVE COOKE takes us into an animated adventureworld with a detailed look at the latest products from Sierra-On-Line plus Lucasfilm's *Zak McKracken*...

Since the monochrome days of Legend's *Valhalla*, software companies have dreamt of producing a 'computer movie' worthy of the name. This burning desire has led to the release of several products quite obviously NOT worthy of the name – we could mention *Zim Sala Bim* and others...but we won't. Instead we'll check out the state-of-the-animated-adventure-art as it reveals itself on the shelves right now.

This month, that means Sierra-On-Line's range of games, including *Kings Quest IV* and *Leisure Suit Larry 2*, plus a release from Lucasfilm/US Gold, *Zak McKracken*. All these products offer animated sequences and reasonably extensive command sets. Which, if any, could tear you away from the silver screen?

ZAK M^cKRACKEN

LUCASFILM/US GOLD's cinema ticket

MANIAC Mansion set new standards for animated adventures when it first appeared over a year ago. The principle assets of that game were the ability to 'switch' between characters, providing opportunities for numerous tactical puzzles, and the excellent graphics. Now Lucasfilm have come up with a new game featuring the same system, but – visually at any rate – much improved.

A few years ago, no-one would have believed that a game like *Zak McKracken* was possible, at least not on the Commodore 64. Early animated efforts like *Zim Sala Bim* were

hopelessly limited in gameplay and graphic presentation, but *Zak McKracken* can fairly be described as very impressive.

Your initial character, a lowly hack named Zak, moves through his flat in a world where people are being driven to idiocy by a noise over the telephone system. Your aim is to save the world from brainlessness in the company of fellow characters, Annie, Melissa, and Leslie.

The game is full of genuine wit and good humour which the American software houses currently seem to be doing better than anyone else. Typical targets for this off-beat satire are tabloid journalism and co-eds. To team up with Melissa and Leslie, for example, could take quite a lot of travelling – they've converted their van into a spaceship after being instructed to do so in a dream (sounds more like a nightmare) and are now on Mars 'awaiting contact with intelligent beings'.

Meanwhile, down on Earth, you struggle with your mailbox, the local pawn shop, your phone bill, a somnolent bus-driver, and a host of other puzzles before being able to join up with the rest of your party. And of course, everyone's getting more and more stupid by the moment.

The command list in *Zak* is pretty slim. It uses the same approach as the ICOM games (*Déjà Vu* etc) which is to use a single command USE (ICOM use OPERATE) to unlock all sorts of puzzles. Thus you don't need to DRAW MAP, you can simply USE CRAYON ON PAPER and get the same result. In practise, this approach isn't nearly as limiting as you might think. Furthermore, the game trots along at quite a pace and allows you – unlike the Sierra games – to 'opt out' of any animated sequences introduced for the purpose of storytelling if you've seen them before.

Zak's a very colourful, well-thought-out game that represents some of the best animated adventuring around today. It's certainly on a par with the best that Sierra have to offer and should receive serious consideration, even if it is – along with the Sierra products – grossly overpriced.

RELEASE BOX

ATARI ST	£24.99dk	IMMINENT
AMIGA	£24.99dk	OUT NOW
IBM PC	£24.99dk	OUT NOW
C64/128	£14.99dk	OUT NOW

ACE ADVENTURE VERDICT

Superlative presentation on-screen, with the game-detail of an ICOM adventure combined with the animation of an arcade game. All versions equally impressive visually, with the usual exception of IBM CGA!

LANDSCAPE	82	SYSTEM	93
CHALLENGE	75	ENCOUNTERS	70

KINGS QUEST IV

Oooey gooey SIERRA animated romance...

ONE thing's for sure – these Sierra games are certainly different. After the hurly-burly of *Police Quest*, the humour of *Leisure Suit Larry*, you now have the (rather sickly) romance of *Princess Rosella*.

Rosella's father has got a nasty bout of the dreaded lurgy and seems destined for a resting place six feet underground when our heroine receives an offer of help from the good fairy Genesta. Calling by magical means from the far-off land of Tamir, Genesta suggests that Rosella might be able to cure her father with a special fruit found in Tamir. In return for this advice, she asks Rosella to help her save her own life, currently threatened by the wicked witch Lolotte.

So there you have it – unhappy Princess,

RELEASE BOX

ATARI ST	£29.99dk	OUT NOW
AMIGA	£TBA	IMMINENT
IBM PC	£34.99dk	OUT NOW

THE original *Leisure Suit Larry* product was a great success with gamers because of its adult (hmmm...) humour and sparkling story line. The second game in the series is destined to be even more successful.

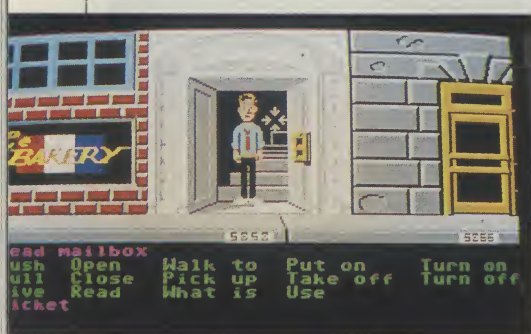
Larry is dumped by the girl of his dreams and wakes up to reality in the form of an endless quest for amorous fulfillment. Despite the promise of the title, there isn't really anything naughty in the game, but the humour is lively and mildly risqué. Larry can (and probably will) make passes at every woman he meets, but is destined to be truly successful with only one of them. Your pressing objective is to find her.

The puzzles in this game are superior to those in *LSL1*, and Larry finds himself in a variety of situations involving the KGB, Italian bim-bettes, and a couple of TV shows. The puzzles are often highly original and almost always amusing – Larry, for example, strikes it rich during the game and receives a \$1 million bill, but of course no-one will change it for him. Well, almost no-one...

The sub-plot in the game concerns the evil Dr Nonokee whom Larry must locate and defeat. The program attempts to convince the

RELEASE BOX

ATARI ST	£29.99dk	OUT NOW
AMIGA	£29.99dk	OUT NOW
IBM PC	£29.99dk	OUT NOW



Keyboard/mouse selection from a limited command set gets you going in *Zak McKracken*. You move the character by indicating a point for him/her to walk to using the cross-hair cursor.

AHA! THOSE NEUROMANCER LINK CODES

No excuse not to get into cyberspace now, you punks. Get a load of these link codes to ease your spatial-orientation in the early game phases, yeah?

Organisation	Link	Password(s)
Cheap Hotel	Cheapo	Cockroach
Regular Fellows	Regfellow	Visitor
Consumer Review	Consumerrev	
Asano Computing	Asanocomp	Vendors
World Chess	Worldchess	Member
Panther Moderns	Chaos	Mainline
Psychology	Psycho	Babylon
Hitachi	Hitachi Bio	Genesplice
		Biotech
Cyberspace Gp	Freematrix	CFM
Taxpayer	IRS	Taxinfo
Tactical Police	Keisatsu	
Fuji	Fuji	Romcards
		Uchikatsu
Software Enforce	Soften (coded)	sheegldipo
Hosaka	Hosaka Corp	Husaborind
		Fungeki

Thanks to Benjamin Shahrabani of London.

noble suffering King, good fairy, and wicked witch. And that's not all. There are also ogres, minstrels, poor fishermen, and even – this is almost too much – the Seven Dwarves, complete with bad manners and dirty laundry. Guess who has to clean up?

Provided you can stomach the fairytale clichés, *Kings Quest IV* turns out to be a tricky game with some very original touches and – in parts – excellent animation. With the one proviso common to all Sierra games (that you need a powerful graphics system and rapid disk access), the plot moves along at a sparkling pace, presenting puzzle after puzzle with ingenuity and humour.

Your first real objective in the game is to rescue a talisman belonging to Genesta, stolen by Lolotte, and needed to ensure Genesta's survival. As the game progresses, you have to undertake numerous other tasks to accomplish this one – befriending unicorns, helping the poor, and other generally worthwhile causes.

Unlike the other games in the series, *KQ4* has certain structural weaknesses that can spoil the fun – though only to a minor extent. Occasionally the program will give away a partial solution by misinterpreting an input and

hinting at some as yet undiscovered feature of the game. Worse, there are certain action sequences where it is possible to die without apparent justification – particularly if you are trying to navigate on a screen with poor graphics resolution (IBM CGA, for example).

Despite these minor quibbles, *KQ4* proves

to be a challenging game where you will need to be totally painstaking in your examination of and interaction with every location feature in order to make headway. Of all the games, it comes closest in spirit to a traditional fantasy adventure – the only drawback being that some might find just a bit TOO traditional.

DISPLAY OF INJUSTICE!

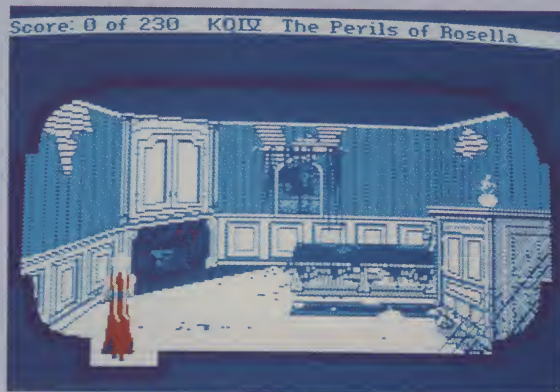
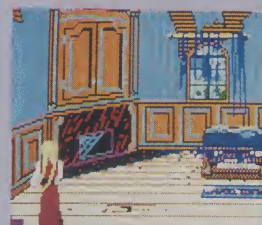
It's just not fair for some players. Sierra games all rely to a certain degree on being able to distinguish elements of the display so that you can examine or interact with them.

Here's a typical example from *Kings Quest IV*, where a trapdoor on the ceiling is clearly visible in the PC VGA system, but is quite invisible on the CGA version.

Of course, Sierra don't want to make things too easy for you, but there's no doubt that having a high resolution graphics monitor makes playing these games a far greater pleasure. CGA owners have to be very persevering in their approach to problems where other owners get a head-start by being able to SEE the beginnings of a solution.

(Right) *KQ4* on the PC EGA system. You should be able to make out the outline of a trap-door in the ceiling.

(Below) The same location in CGA. Where's that trapdoor gone, Guv?



ACE ADVENTURE VERDICT

Almost too yucky for some players, we suspect, but a challenging game nevertheless. Some puzzles are made harder for those with low-definition graphics screens and some sequences are very slow on a basic PC system. Mucho processor power recommended.

LANDSCAPE	75	SYSTEM	89
CHALLENGE	75	ENCOUNTERS	70

LEISURE SUIT LARRY

GOES LOOKING FOR LOVE IN ALL THE WRONG PLACES...

SIERRA'S fun-lover flashes again...

ALL IN GOOD TIME

There's one way in which all Sierra games differ significantly from most traditional adventures, and that's the way the plots evolve during game-time.

In *Leisure Suit Larry*, for example, you can visit the docks whenever you wish.

For much of the early part of the game, you'll find nothing there. At the appropriate moment, how-

ever, possibilities can develop in this location (and in many others) which previously did not exist.

This use of time has a peculiar effect on gameplay that, if you have a slow machine, can be particularly galling. It means that you have to spend a lot of time moving round the map, constantly revisiting locations in your search for solutions to puzzles.

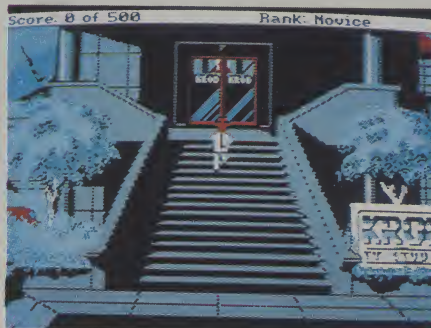
In *Kings Quest 4*, Rosella gets involved with a number of characters, but sometimes finding them in the right place

and at the right time isn't that easy. The same is true of *Police Quest 2*, perhaps even more so, since the very nature of the game revolves around a series of events and your response to them.

However, provided your machine can shift you about the game at a decent rate, this feature of Sierra games can add considerably to long-term interest. When you get stuck, you can never be sure that the solution hasn't just appeared around the corner.

player that this is the main plot of the adventure, but when there is nookee on the horizon, everything else gets relegated to sub-plot. You might be in search of glory, but lust is more immediately interesting.

LSL2 is a highly amusing game. My own personal feeling was that, like any good idea, it didn't grab me quite as much as the first time round – but you get a bigger game, more laughs, and ultimate gratification.



ACE ADVENTURE VERDICT

Highly amusing and enjoyable to play, with a slight drop in the interest level around a third of the way through. Things pick up once you've hit the high seas, however.

LANDSCAPE	72	SYSTEM	89
CHALLENGE	75	ENCOUNTERS	79

POLICE QUEST II

SIERRA-ON-LINE put you on the street...

POLICE Quest 2 is the successor to the much-favoured *PQ1*, a program that appealed to gamers who preferred contemporary scenarios to the romance of the *Kings Quest* series or the science fantasy of *Space Quest*. The second game in the series is an enjoyable challenge that has you fighting for your life against your old enemy Jessie Bains, who's out to get you for sending him to jail.

PQ2 uses all the standard Sierra game-world creation techniques (see the 'World Building' box for further details) and some of its own. The action is spread across the town of Lytton (a map of which comes with game) and the only way to travel about is in your unmarked cop-car. The car sequences are impressive compared with those in *PQ1*, with a street-scrolling display seen through the wind-

RELEASE BOX		
IBM PC	£24.99dk	OUT NOW
No other versions planned at present.		

screen, rather than the overhead view in *PQ1*.

You play the role of Detective Sonny Bonds and are accompanied throughout most of the game by your chain-smoking buddy Keith. Keith has a habit of strolling off for a fag whenever there's work to be done – probably just as well since the novice player would otherwise be humiliated by his sidekick at every opportunity.

The game comes with complex documentation regarding penal codes, traffic codes, and radio codes. Codes, passwords, files, and combinations recur throughout the game, pro-

viding enough puzzles to give most players more than their money's worth.

As with all the latest Sierra games, *PQ2* boasts a considerable range of locations, including toilets (again) and sewers. You'll be glad to hear that you can't enter one from the other. There are also airplanes, various police stations, and the odd bit of night life.

Despite superficial similarities, the main asset of the Sierra games is that each one offers a very different atmosphere from the other titles in the series. *PQ2* is a challenging game, requiring frequent saves, and offering excellent graphics – provided you have a machine capable of displaying them.

ACE ADVENTURE VERDICT

One of the best Sierra games if you're after contemporary excitement and enjoy ferreting around for clues. Graphics and sound are excellent, but PC CGA owners may be disappointed.

LANDSCAPE	70	SYSTEM	92
CHALLENGE	75	ENCOUNTERS	70

WORLD BUILDING

Sierra's games accomplish a number of different tasks in their presentation that, when taken together, provide a powerful structure for story telling.

First, the games contain narrative sequences, in which characters move about the screen carrying out certain predetermined actions while the program displays appropriate messages, in a text-window. These sequences are often used at the beginning of a game to 'set the scene', although you can skip them when you've seen them before.

In addition, story-telling sequences occur during the action. A typical example here is in *Kings Quest IV* where you enter the dwarves' house. The place is in a shambles and entering TIDY HOUSE will set in motion a sequence where you first tidy both rooms and then await the dwarves, who arrive soon afterwards and treat you to supper.

During the rest of the action, you control the game entirely by mouse/joystick. This enables you to manoeuvre your character about the screen, negotiating obstacles and approaching other characters



Police Quest 2 in close-up mode. You have a choice of files to select.

(Above) An interior location – your office in *Police Quest 2*. You can examine the notice boards, sit at your desk, use the phone, get files from the cabinet, and talk – in a very limited fashion – to other characters.

(Below) A typical exterior panoramic view – outside the Lytton Police Station in *Police Quest 2*.



or items of interest.

At any time (other than during animated sequences) you may hit a key and initiate a 'text entry' mode, where a panel appears for you to enter a command. The command structures within the games are simple but adequate, enabling you to interact with the objects and people you encounter.

(Left) *Kings Quest IV* in narrative mode at the beginning of the story, where the good fairy Genesta asks for your help. Sit back and watch.

Sometimes, examining an object will put the game into 'close-up' mode, where a picture of the item in question is displayed in detail. A typical example might be when you look in a drawer or chest – or, as in the screenshot – when you look inside the filing cabinet in your office in *Police Quest 2*.

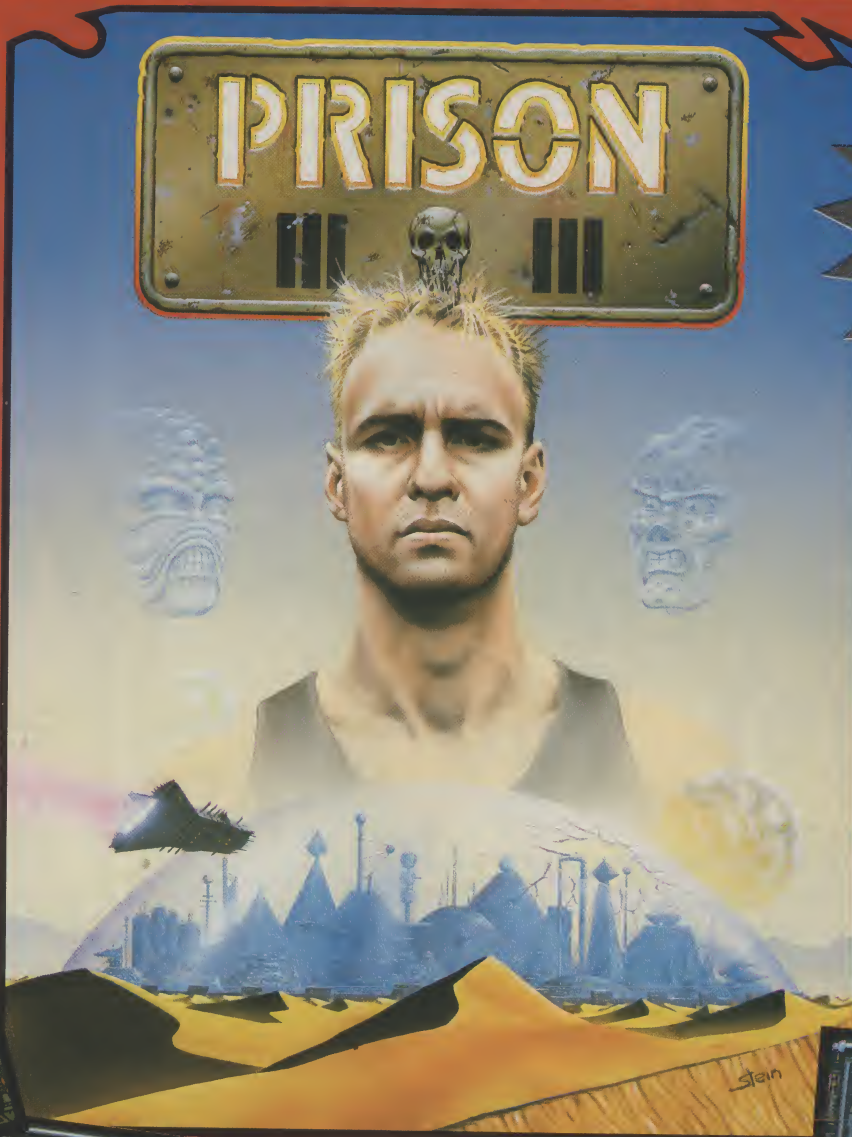
Other screens include panoramic exterior views of the landscape and more restricted views of interior locations, though the movement and command possibilities in each are the same.

The games vary in the amount of screen detail and the degree of interaction between the character and the gameworld. *Police Quest 2* allows you to look in drawers, examine charts, and even enter the lavatory, whereas *Kings Quest 4* is slightly more limited, though it still offers a number of interesting touches including rocking cradles and performances on various musical instruments.

ESCAPE FROM YOUR MIND BREAKFREE FROM



AVAILABLE FOR
ATARI ST
AND
AMIGA SYSTEMS
£19.99



THE ULTIMATE ESCAPE



ORDER FORM
FILL IN YOUR NAME AND
ADDRESS, TICK BOX FOR FORMAT
REQUIRED AND SEND TO
ADDRESS BELOW.

NAME _____
ADDRESS _____
ATARI ST ☐ AMIGA ☐

CHRYsalis SOFTWARE: Unit 2, Willis Croft, Downs Row, Moorgate, Rotherham S60 2HD.
Telephone: (0709) 370102, 368403 Fax: (0709) 368403

"HEY GUYS, WE COULD BE IN SERIOUS TROUBLE HERE!"

ACTIVISION HAVE JUST BROUGHT OUT THE NEW

REAL GHOSTBUSTERS™

GAME AND THERE'S SOME REAL HEAVY DUTY GHOSTS
FLYING AROUND IN THERE

JOIN IN WITH ALL YOUR FAVOURITE REAL
GHOSTBUSTERS HEROES AND SAVE YOUR
CITY FROM A HAUNTING ARRAY OF GHOULS,
GHOSTS AND THINGS THAT GO BUMP IN THE
NIGHT

ZAP AND TRAP AS MANY CREEPY GHOSTS
AND SCARY MONSTERS AS YOU CAN — BUST
THE MAD MONKS OR THE GARISH GHOULS
AND HEAD FOR SOME REAL BAD CRAZINESS!

PICK UP THE KEYS, DUMP THE GHOSTS AND
SEEK OUT MORE SPOOKS — OR YOU'LL BE
HISTORY!

- ★ SMOOTH 8 WAY FULL COLOUR SCROLLING
- ★ ONE OR TWO PLAYER MODE
- ★ THOUSANDS OF DIFFERENT CREEPY GHOSTS AND
MONSTERS TO ZAP AND COLLECT
- ★ GHOSTLY SOUND EFFECTS
- ★ DYNAMIC INTRODUCTION SCREEN
- ★ FAST MOVING ANIMATION
- ★ 10 EXCITING AND CHALLENGING LEVELS



GAME DESIGN COPYRIGHT
DATA EAST USA, INC. ©1987
ALL RIGHTS RESERVED.
MANUFACTURED UNDER LICENCE FROM
DATA EAST USA, INC

MARKETED AND DISTRIBUTED
BY ACTIVISION (UK) LTD

© 1984 COLUMBIA PICTURES
INDUSTRIES, INC.
© 1988 COLUMBIA PICTURES TELEVISION,
A DIVISION OF CPT HOLDINGS, INC.
ALL RIGHTS RESERVED.



ACTIVISION

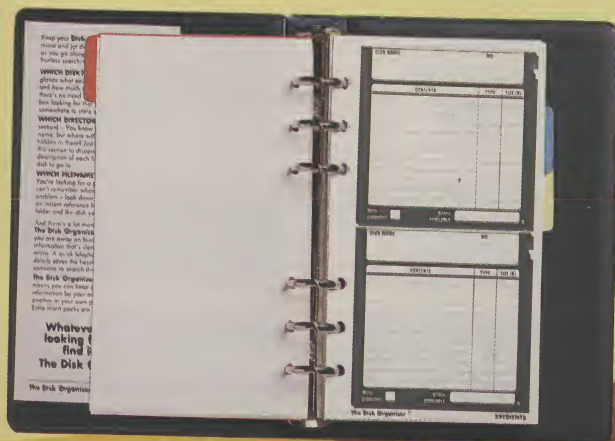
MAIL ORDER: POSTRONIX LTD, NENE
ENTERPRISE CENTRE, FREEHOLD STREET, NORTHAMPTON, NN2 6EW TEL: 0604 791771
(QUOTE REFERENCE ACT 11 CONSUMER ENQUIRIES/TECHNICAL SUPPORT: 0734 310003)



It's time to start thinking about becoming an **ACE** subscriber. Why? Because not only will you get 12 issues of the UK's hottest monthly delivered to your door straight from the printers, but included in your **£17.95** annual subscription is a **free ACE Personal Organiser** worth **£7.99**. This stylish accessory will help you organise your software library and give you **ACE's** on sale dates until the end of 1989!

ACE is now accepted to have created the most definitive software evaluation system of any magazine. But **ACE** ratings are not the only reason for its success. International news and features, up-to-the-minute looks at music, graphics, programming, arcades, interviews, mail order bonanzas, free cover games - and the revolutionary Pink Pages - all these help make **ACE** essential. So order your subscription now and we'll send you your standard size **ACE Personal Organiser** straight away, with 12 issues to follow. The **ACE Organiser**, by the way, includes 80 pages devoted to helping you organise your software, with indexes, and with the **ACE** logo in gold on the black front. You'll love it! **PLUS** it will become indispensable as your software catalogue grows.

Order now. You won't live to regret it!



THE MAGAZINE IS ACE

THE OFFER...

is 12 issues sent to your home AND a free ACE Personal Organiser for £17.95

HOW TO REFUSE...

Simply find the nearest sandpit, dig a hole and put your head in it.

HOW TO ACCEPT...

Simply fill in the Subscription box on the following pages, order form.

WHAT TO DO NEXT... Say 'Yes'!

**WIN A
STAR WARS
ARCADE
MACHINE**

ST ■ AMIGA ■ C64 ■
PC ■ SPECTRUM ■ PC
NINTENDO ■ SEGA ■

ACE

ISSUE 17 • FEBRUARY 1989 • £1.50

**ABSOLUTELY
THE LAST MONTH
FOR THIS
UNBEATABLE
OFFER!**

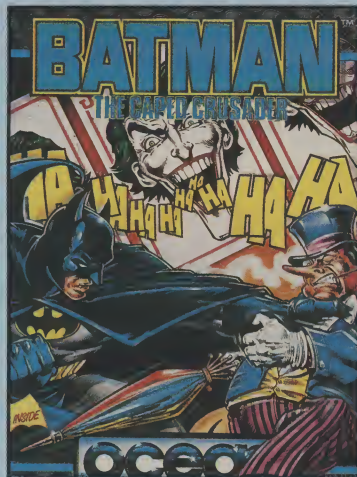
▶ ▶ ▶ SEE OVER PAGE FOR ORDER FORM ▶ ▶ ▶

ACE GREAT GAMES

BAT MAN

The comic strip style arcade adventure is essentially two games in one. One side is "The Joker" and the other "The Penguin".

Starting in the Batcave, with control of Batman you must save Gotham City from the dastardly criminal plans of the two villains- "Great fun to play!"-Andy Smith Ace issue 16



903

ACE RATED

	RRP	ACE PRICE	ORDER CODE
SPEC CASS	9.95	7.95	AC213SC
SPEC DIS	14.95	12.95	AC213SD
C64CASS	9.95	7.95	AC213CC
C64DIS	14.95	12.95	AC213CD
AMS CASS	9.95	7.95	AC213AC
AMS DIS	14.95	12.95	AC213AD
ATARI ST	19.95	14.95	AC213ST
AMIGA	24.95	19.95	AC213AM

PURPLE SATURN DAY

With seven different alien opponents and four different events the contest takes place near Saturn - not entirely free of animosity, the aim in this cosmic sporting clash is to win!!

The graphics are dazzling good, from the fine detail of all the artwork scrolling. Bob Wade Ace issue 17

	RRP	ACE PRICE	ORDER CODE
ATARI ST	24.95	19.95	AC205ST
AMIGA	29.95	24.95	AC205AM



912

ACE RATED



914

ACE RATED

WAR IN MIDDLE EARTH

This massive Melbourne House classic loosely follows the plot of Tolkein's *The Lord of the Rings*. It got a front cover, a 914 ACE rating and a Predicted Interest Curve of 60% at the end of a year (see February issue). Astounding depth of play and superlative graphics which open up adventuring to everyone, *War in Middle Earth* sets new standards of game involvement.

	RRP	ACE PRICE	ORDER CODE
SPEC	9.95	7.95	AC206SC
C64	9.95	7.95	AC206CC
AMS	9.95	7.95	AC206AC
ATARI	24.95	19.95	AC206ST
AMIGA	24.95	19.95	AC206AM
IBM PC	24.95	19.95	AC206PC

TOTAL ECLIPSE

If at any time of day the sun is prevented from shining on an Egyptian Shrine at the top of a pyramid, whatever prevents the sun from reading the shrine will go BOOM!!-Unfortunately there is about to be an Eclipse, and that means the Moon will go boom!!

You must reach the top of the shrine before the eclipse-and save mankind from this dreadful fate-collect treasure on the way, but watch your heartbeat, the time, your water supply and the automatic defence mechanisms!!!!

	RRP	ACE PRICE	ORDER CODE
SPEC CASS	9.95	6.95	AC188SC
SPEC +3DIS	14.95	11.95	AC188SD
CBM64CASS	9.95	7.95	AC188CC
CBM64DISK	12.95	9.95	AC188CD
AMS CACC	9.95	7.95	AC188AC
AMS DISK	14.95	11.95	AC188AD

TOTAL ECLIPSE

907

ACE RATED

● Classic Games 4

SPECTRUM £8.95 (RRP £9.95)
SPECTRUM +3 DISK £12.95 (RRP £14.95)
AMSTRAD TAPE £8.95 (RRP £9.95)
AMSTRAD DISK £12.95 (RRP £14.95)

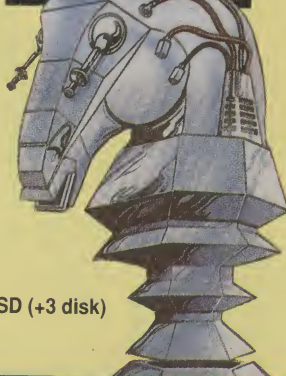
Four brilliant games - 3D Chess, Bridge, Backgammon and Draughts in a CP Software Special Edition uniquely available through ACE

Order Code AC208SC (Spectrum tape); AC208SD (+3 disk); AC208AC (CPC tape) and AC208AD (CPC disk)

● Clock Chess '89

SPECTRUM £7.95 (RRP £8.95)
SPECTRUM +3 DISK £11.95 (RRP £13.95)

CP Software's Clock Chess is one of the most successful chess games ever produced, and regularly wins tournaments against people and other programs. Features 3D graphics, huge openings library, take-back, suggested move etc
Order Code AC212SC (Spectrum tape); AC212SD (+3 disk)



ACE BACK ISSUES

Issue 1 Cover Cassette Blue Max / Gift from the Gods • Magazine Consoles • MIDI and the digital guitar • Graphics special
Order Code AC120B1

Issue 2 Cover Cassette Bubble Bobble (C64/128 and Spectrum) - five levels! • Half price games offer!
Magazine Joystick fever • 3D games update • MIDI interfaces • Arcade Ace starts
Order Code AC120B2

Issue 3 Atari/Amiga/Archimedes compared • Great Computer Disasters • Digipaint/DeLuxe Paint II compared
Order Code AC120B3

Issue 4 Cover mount 1988 Diary Magazine Games of the Future • Compilation comparison • UMS • MIDI keyboards
Order Code AC120B4

Issue 5 Censorship - the law and computer games • Flight simulators • DIY Graphics • Digital
Order Code AC120B5

Issue 6 Cover mount Half price games card Magazine History of Arcades • Brainstormers • Quantum Paint • Music software
Order Code AC120B6

Issue 7 Cover mount The ACE Card Magazine Gambling software - horses to football • Shoot-'em-up guide • Buying a synth
Order Code AC120B7

Issue 8 Cover mount Mind stretchers booklet Magazine Strategy special • Multi-player games • Interceptor takes off • What goes on in Cambridge? • The Future of Aliens
Order Code AC120B8

Issue 9 Cover mount Impossible Mission tape (C64/128, Spectrum, CPC, BBC & Electron)

Magazine ACE in America - Special Report • 3D isometric games explored
Order Code AC120B9

Issue 10 Cover Cassette Spindizzy (C64, Spectrum & CPC) Magazine Hackers - who, why and how • Sports simulations
Order Code AC120B10

Issue 11 Top programmers speak! • Games that will make you cry • Profile of the Flare One
Order Code AC120B11

Issue 12 Cover mount Brain teaser puzzle Magazine High-tech multi-player games and satellite interaction • How to write a game, + how software houses produce a best-seller
Order Code AC120B12

Issue 13 The year's Top 100 Games • 32-bit gamepower • Starglider II • MIDI on-stage and off
Order Code AC120B13

Issue 14 Military flight simulators • ST Elite • Microprose's coin-op console
Order Code AC120B14

Issue 15 The PC alternative • PC games • Fido Awards start • Advanced D & D with Pools of Radiance • The Last Apostle Puppet Show
Order Code AC120B15

Issue 16 Cover disk/tape 5 levels of Dragon Ninja Magazine Compilation round-up • Forms in flight - graphics review • '89 preview
Order Code AC120B16

Issue 17 Cover tape Aliens - C64 & Spectrum Magazine Konix console preview • 1989 preview • War in Middle Earth • Ghosts of games past and present
Order Code AC120B17

Issue 18 The full review of the new Konix machine Graphics from Electronic Arts. The latest game for the newest format - "Dark Chamber".
Order Code AC120B18

Your chance to buy some of the hottest titles around and save money!

• Fast delivery • Friendly service • Fabulous discounts

HOW TO ORDER

Just make a note of the details of the items you want, including the order code. Then fill these in on the free-post form printed on this page.

Post this, together with your credit card details or cheque to the Free Post address listed - you need pay no postage.

Alternatively ring 0458 74011 and ask for ACE Credit Card Orders.

PLEASE NOTE

1. All items are despatched by first class mail.
2. We have tried to list only those versions of software which are available NOW.
3. All prices include VAT, postage and packing.
4. You will normally receive software within 7 days of ordering. Please allow 2-3 weeks

SUBSCRIPTION

OFFER

If you want an even more fantastic deal, turn back one page and have a look at our subscription offer: A FREE ACE Personal Organiser when you take out a 12-issue sub.

ORDER FORM

Please rush me the following items.

Order code	Title	ACE Price
1.		
2.		
3.		
4.		
5.		

Total Software Order

Box A

■ Send this form to:
ACE Readers Offers
The Old Barn
FREEPOST (BS4900)
SOMERTON
Somerset TA11 7BR

No stamp required if posted in the UK, Channel Islands or Isle of Man

SUBSCRIPTION ORDERS

☐ Tick here for a 12 issue subscription to ACE costing £17.95. This entitles you to a free Personal Organiser.

Subscriber's total payable (box A + £17.95)

Box B

Name

Address

Post Code

Phone (if poss)

Computer

Method of payment

☐ ACCESS • ☐ VISA • ☐ CHEQUE • ☐ P.O.

Cred. card no.

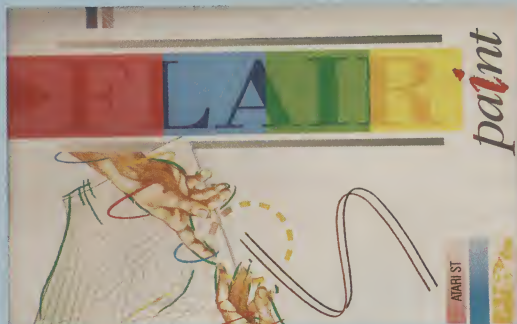
Exp.date

Please make out cheques and postal orders to Future Publishing Ltd
This form is valid until April 30th 1989.

Your chance to buy some of the most incredible goodies at ACE

FLAIR PAINT

ATARI ST • £34.95 (RRP £39.99)
FROM ADVANCED MEMORY SYSTEMS



The ultimate way to create graphics and illustrations on the ST, either on their own or in conjunction with a DTP package, Flair Paint has taken the market by storm. Real time graphics functions and ultra fast operational speeds are achieved through 100 per cent machine code software with blitter enhancements if fitted. Features include:

- Zoom, 12 level individual pixel magnification for fine editing
- Separate cut-out screen for editing individual areas (then Paste back in)
- Serious Shape and Line drawing including Bezier curves, Arcs and Polygons
- Flood and Boundary fills
- Scrolling around canvas area
- Viewport - allows you to work on a canvas bigger than your screen

More than two years in the making, GEM-based Flair Paint is set to start a revolution. Here's your chance to become part of it!

● Order Code AC179STP



THE REPLAY "MICRO BLASTER" RRP £12.95 ACE PRICE £10.95

The best joystick around for smooth, accurate, comfortable playing action and arcade quality.

*Non slip rubber feet on base for secure tablemounted operation.

*Large, dual-fire micro-switched fire buttons for left or right hand playing

*Extra long 1.4 metre cable allows more choice of player position.

*12 month guarantee.

Suitable for all Atari's,

Commodore Vic 20/64/Amiga/Amstrad CPC's and the Sinclair Spectrum range (when used with an interface).

Order Code AC103J



DELUXE PAINT II

AMIGA • £59.95 (RRP £69.95)

Order Code 137AM

IBM PC • £89.95 (RRP £99.95)

Order Code 137PC

This Electronic Arts paint program for the Amiga and the IBM PC is simply the most complete and professional program of its kind.

Deluxe Paint II allows you to paint on a 'can-

vas' that is bigger than the monitor screen – 1008 by 1024 pixels, with 32 colours in low resolution or 16 colours in high resolution. Full percentage colour mix is possible, including hue, saturation and contrast for each colour. Full zooming in is possible, with special animation effects including Colour Cycling which offers almost cartoon-like movement qualities. There's an unlim-

ited variety of paint brushes you can use, a complete set of shape and line tools, and a range of special effects which will let you create banners, calendars, cards, newsflashes – anything can be done with a splurge of style which is the result of a program which really lets your imagination loose. Try it – you won't be disappointed!



THE ACE T-SHIRT!

JUST £4.95

It's here! The fabbo T-shirt that ACE gave the world! Made in sensitive and caring pastel shades of blue and grey on white, you can now announce your favourite magazine to the world and at the same time have a T-shirt that will last after your body in any one of three sizes. T-ACE-ty!

Order Codes: -

AC138ME (medium) AC138LA (large) AC138XL (extra large)

THE ACE BINDER

JUST £4.95

Now you can keep all your back issues of the UK's fastest-selling new computer magazine in one place. The fabled black ACE binder, with the awesome ACE logo emblazoned in gold on the front and spine, comfortably holds 12 ACE issues.

For £4.95 this prized item will be all yours forever!

Order Code AC120BR

HOW TO ORDER

Just fill in the Order Form on the preceding page and send it off to our Freepost address OR call 0458 74011 and ask for Credit Card Orders.

ACE DISK WALLET

Holds ten 3.5 inch disks safely through X-rays, rain and most forms of severe abuse.

Stamped with ACE logo, grey with black stitch finish.

Just £6.95.

Order Code AC1DW

THE ACE DISK ORGANISER!

JUST £7.99

An essential purchase for anyone who wants to keep track of disk files, the **ACE Disk Organiser** is an 18x12cm six-ring binder with 80 sheets of standard-sized organiser paper and three index sheets.

The paper is divided into four sections of 20 sheets - blank notepaper, a disk list/space organiser, a directory or folder list and a filename list. Its handy format means you can keep all your software details on paper - and transfer them from organiser to organiser if necessary.

Finished in splendid Royal Blue with gold-embossed ACE logo, the **ACE Disk Organiser** has the street date of every issue of ACE until the end of 1989. And as you can buy any of the hundreds of types of standard Filofax® paper as well, we're sure you'll accept this is an unbeatable offer!

Order Code AC158FF

BACK ISSUES

JUST £1.50

If you're one of the thousands of readers who've joined Ace only recently, you'll want to catch up on some of the good things you've missed!! Look through the list of back issues on the previous page, then with your order code just phone or send us the order.

Why not subscribe at the same time - this is the last chance for the organiser FREE GIFT!!!



LADBROKE COMPUTING INTERNATIONAL



This company has given years of full support to Atari users from their retail premises at 33 Ormskirk Road Preston. Now from their Mail Order premises they can offer this "second to none" service to users countrywide. All Software/Hardware is ex-stock and fully tested prior to purchase to ensure that customers receive total satisfaction, returned goods are now a thing of the past. All hardware is supported by our on site engineers so that quick turn around on all repairs is guaranteed. There are no hidden extras, all prices include VAT and delivery (next day delivery +£3), are correct at time of going to press and are subject to change without prior notice.

SCAN AT UP TO 1000 DPI FOR ONLY £89.99

SCAN B/W PRODUCE IN COLOUR

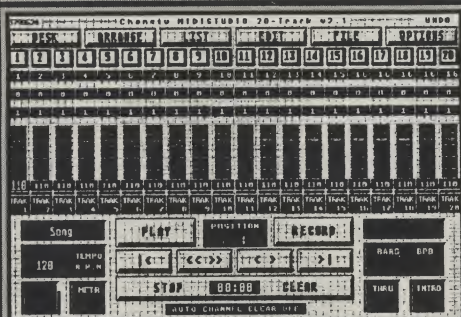


Image Scanner

The Image Scanner is a peripheral for the ST which can provide high quality graphics digitising for a tenth of the cost of other digitisers.

This simple unit plugs into the cartridge port of the ST and accepts scanned information via optical cables which fix easily to the head of any printer. Scanned images can be saved in raw data, Degas and Neochrome formats. The Software supports scanning resolutions of 75,150,216,300,360 and 1000 dots per inch horizontally. There is an example disk available which contains a slide show of images scanned with this product. The cost of this disk is £3.99, £2.00 of which is redeemable on purchase of a scanner.

IMAGE SCANNER ONLY £89.99



Midistudio £99.99

Midistudio is a 20 track Midi Music Studio. This Midi software package is a realistically priced introduction to Midi music processing and includes the following features.

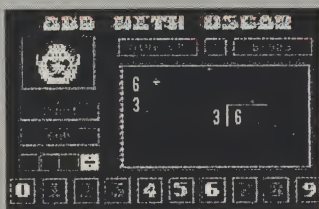
20 tracks each assignable one of 16 midi channels, each track can be transposed up or down 2 octaves, the main screen features full tape deck controls with individual volume sliders for each track, note editing facilities including editing of pitch, octave, duration and velocity, plus full midi controller editing (pitch bend, mod wheel. etc.).

Full control over phrases is offered through Quantizing, transposing, and phrase arrangement software pages. The arrangement facilities allow moving and copying phrases on any of the 20 tracks. The package is easy to use and is a strong competitor with Pro 24.

"Out performs Pro-24 v2.1 in almost every way"
Atari ST User Jan 89

Add With Oscar £12.99

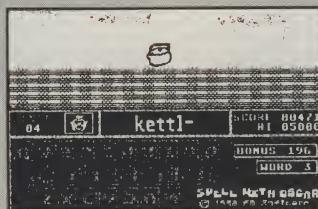
Add with Oscar is a fully mouse controlled educational game with full colour screens and sound for teaching addition, subtraction, multiplication and division to children. This program has selectable difficulty levels and a Hi-Score table.



EDUCATIONAL SOFTWARE

Spell With Oscar £12.99

Spell with Oscar is a game which teaches spelling, keyboard skills and motor coordination. Pictures of objects move smoothly across the screen and the pupil should spell the name of the object while Oscar checks for mistakes. Spell also incorporates selectable difficulty levels and a Hi-score table. Extra data disks £5.99

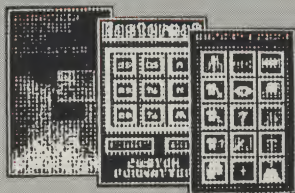


Quick List Plus is a utility that compiles a directory of your disks. Sort on disk or name, reads any drive, including hard drive. Printer output for hard copy of databases.

Mastermat is a formatter that optimises disk space, allows non standard sector and track formats/ fast read format.

Picstrip is a utility that captures all or part of a picture file for use in Basic programs, supports GFA, FAST, HISOFT and ST Basics and is Degas, Neochrome and AB Animator compatible.

TRILOGY £12.99



AB Animator £14.95

AB Animator is a utility for creating and animating sprites. It supports GFA, HISOFT and FAST basics and is compatible with degas and neochrome picture files. Use the full icon control to animate up to 20 big frames of 56 pixels wide by 33 pixels high.



ALL HARDWARE AVAILABLE EX-STOCK. PHONE FOR OUR NEW LOW PRICES ON:

Upgrades (2Megabyte memory expansion boards, 1Megabyte memory expansion), Printers, Hard drives, 1Mb second drives, Monitors, TV's, ST packages, Atari Pc's. Phone for information on our incredible value software club which offers up to 60% discounts and a free monthly disk magazine for only £15.

Ladbroke Computing International,
33 Ormskirk Road, Preston, Lancs.,
PR1 2QP. Open Monday-Saturday
10 am to 5.30 pm. Dealer enquiries welcome.



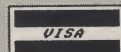
ORDER BY PHONE

Call us on numbers below and pay with your credit card.
(0772) 203166 OR 21474



ORDER BY POST

Make cheques PO's payable to Ladbroke Computing International. Send SAE for full catalogue.



ACE PINK PAGES

Upgrading to a new computer? Perhaps it's not a PC you need. Buying a new game? Check the ratings. Bored with life? Check the puzzles. Got something to say? Anything at all? Get writing to The Pink Pages Ed, at ACE's Bath address. We don't care what you've got to say – as long as it's funny. You never know, you might even get a spot prize for your efforts. If you want to be read – get in the Pink!

THE ACE SERIAL

The Git In The Machine: 7

THE STORY SO FAR...N'Gar Thrombobo is no ordinary sprite. Fed up with being a Centauran Battledrome in one of little Horace Claghandle's games, he sets about taking his revenge. His plans for world domination begin at Grimlythorpesdale Municipal Sewerage Flocculating Plant. Poor old Horace has gone quite insane, but decides he can save the world by writing a virus which he names MATAHARI (Machine-Accommodated Totally Annihilative and Horribly Active Recursive Intelligence). After a terrific struggle N'Gar eventually overcomes MATAHARI, and manages to get inside a Kiddiemate Deluxe Robot. There's nothing quite so angry as an upset Centauran Battledrome though, so things don't look good for Humanity. **NOW, READ ON...**

NGar Thrombobo was now probably the most highly-evolved, dangerous, merciless, ruthless and vicious mass-murdering tyrant in the known universe.

Or at least that was what he idly surmised as he lay hidden beneath a Comfydown Duvet in the bedding department of Dotheboy's Department Store, having hastily made his escape from the toy department. And now here he was, free at last. And in control of an autonomous mechano-electronic construct no doubt at the very forefront of cybernetic technology.

He idly vapourised a small section of duvet with the needle laser he'd manufactured from the Kiddiemate Deluxe's bedside lamp arm and the insides of an electric toaster stolen from the electrical department. Then he whipped out the array of razor-sharp kitchen knives he'd pilfered from the kitchen department earlier, and in five seconds flat flayed the Comfydown Duvet into a trillion bits of fluff which hung in the air like a dense fog.

"What the bloody 'ell's goin' on?" said an extremely portly gentleman who'd just been about to examine said duvet. He pushed forwards into the dense cloud of feathers, arms stretched out in front of him, and scarcely noticed a rapid "swishing" sound and the fact that his fingernails were suddenly 0.3mm shorter on the right-hand side.

"Bloody typical!" he exclaimed, "I want the bloody manager! Come to look at a bloody duvet and the bloody thing bloody exbloodyplodes in your bloody face!"

N'Gar Thrombobo advanced through the cloud of feathers towards the source of the voice. His hastily-constructed ultrasound scanners told him he was dealing with a particularly bloated and offensive humanoid. He flicked out the needle laser and fired.

"Bloody 'ell!" bellowed the man – not at the infinitesimal discomfort of having a needle laser beam penetrate his skull and wipe out seventeen million brain cells which weren't doing anything anyway, but at stubbing his toe violently on what he took to be a chamber pot under the bed.

N'Gar Thrombobo took the full force of the impact in the gyroscopes. He staggered backwards under the bed reeling, and feeling the lubricating fluid well up in his optic sensors.

"I want a bloody refund!" swore the man at the Assistant Manager who'd just hurried to the scene.

Meanwhile, over on the other side of the hall, a face turned to look. A face which, in the right light and from certain angles, didn't look entirely dissimilar to that of a certain Horace Claghandle...

N'Gar Thrombobo sulked in the darkness, licking his wounds (or rather sealing the fissures with metal paste). Clearly, these huge blobs of protein were harder to destroy than he thought.

He whirled the array of kitchen knives around thoughtfully, then experimentally tried releasing one of them from his robotic hand. The knife flew through the air at three hundred miles an hour with a kind of screeching sound and embedded itself two inches deep in a wall sixty feet away. Eureka!

N'Gar Thrombobo found that by calculating the precise instant at which to release the knife as he whirled it round he could attain an accuracy of +/- 3mm at the target. The only problem now was knife supply...

The kitchenware department was the answer. Thrombobo drilled through the whole line of kitchen units, stealing the cooking knives from each set of drawers. To make space for them he pulled open the Kiddiemate Deluxe's back panel and threw out three dozen plastic cows, a DIY cardboard Farmer Giles and a schematic representation of the interior of a Mussey Furgatroyd F101 tractor engine, thoughtfully provided free of charge by the same company responsible for the advertising on Farmer Giles' coveralls. He stepped out through the doors of the last kitchen units just as Mrs and Captain Cecil Mincepansy were examining it.

"How perfectly howwid!" were Captain Mincepansy's exact words. In fact they were his last words.

"One wants one!" squealed Mrs Mincepansy with delight, scooping N'Gar Thrombobo up in her arms. They weren't her arms much longer.

"Aha!" cried Horace Claghandle, leaping from behind a mock-Chippendale breakfast bar wielding a large Kendo stick and grinning devilishly behind his slatted mask.

"Aha!" cried Horace Claghandle's truant officer, grasping him by the collar of his Kendo smock and lifting him

three feet in the air.

"Aha!" cried N'Gar Thrombobo, hastily stuffing the remains of the Mincepansys into the kitchen unit and flicking open his back panel.

Over the next eight milliseconds, several things happened, most of them simultaneously.

Horace Claghandle's truant officer got hit across the bridge of the nose by a Kendo stick, Horace Claghandle got hit in the eye by a 1930s-style prefabricated polystyrene milking shed and N'Gar Thrombobo got hit in the olfactory interface by the floor as he performed an intricate half-twisting somersault in trying to pull out an inflatable muck-spreader which jammed half way.

"That's him! That's the bloody one!"

"Please calm down Mr Bludgeon, and point him out to me," said the Assistant Manager.

"There!" shouted Mr Bludgeon, "That's the little bloody mechanical monbloodyster that bloody jumped out of the bloody eiderbloodydown. Just like that bloody film, Aliblood-yens!"

"Dab you all!" shouted N'Gar Thrombobo, whose oral interface, as well as his pride, was damaged, "Why cad't you all realise that I ab desid to be ruler of the cosbos!" Screaming with frustration, he launched himself at Horace Claghandle, who swiped the Kiddiemate Deluxe with his Kendo stick, sending the robot careering across the floor towards Mr Bludgeon.

"Got yer, yer bloody little..." he said, reaching down to pick up the battered Kiddiemate – only to find the miniature robot picking him up instead.

"Yaieeee..." screeched N'Gar Thrombobo as he carried Mr Bludgeon towards the window and the seven-floor drop the other side of the glass.

"...eeearrrgggh..." he continued as the floor gave way beneath him six feet from the window.

"...ggghrrrrumpphh..." he added as he landed in a shower cubicle being demonstrated to a series of Japanese visitors in the bathroom department on the floor below.

"...phhtannng..." went the steel control cable in his one remaining still-functional leg as he struggled to get up.

"...grrrooomphhh..." he offered as the water fused his circuits and his head blew off.

"...phhhlluggg!" he concluded as Mr Bludgeon and two hundredweight of plaster landed on top of him.

"Bugger!" said Mr Bludgeon, quite out of character.

"Bloody bugger!" he added as an afterthought.

While from the remains of the Kiddiemate Deluxe, there was only silence...

INDEX

118 ACE PUZZLE No 13 ■ 121 ACE PUZZLE No 11 SOLUTION ■ 133 ACE CROSSWORD No 13 ■ 126 ACE CROSSWORD No 11 SOLUTION ■ 138 THE BLITTER END ■ 116 COMPETITIONS ■ 114-115 HARDWARE UPGRADE GUIDE ■ 134-137 READERS PAGES ■

GAMES YOU'VE GOT TO HAVE

All of the following games are **ACE RATED**, that means they're all red hot masterpieces of computer entertainment. Some of the games were available long before the first issue of **ACE** came off the presses however, so we never had the chance to review them in the magazine. These games are marked with the **ACE CLASSIC** flash, and rest assured, they're all superb pieces of software and are well deserving of the title.

PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

BONECRUNCHER

Superior Software ● C64
£9.95cs £11.95dk ● Amiga
£14.95dk

At first sight this recent release may appear to be nothing more than a *Boulderdash* rip-off. However there are a number of **highly innovative gameplay** features which give *Bonecruncher* a feel all of its own. Highly recommended for those who prefer to **solve problems rather than shoot them**.

■ **ACE RATED 948 - AMIGA**

BOULDERDASH

Prism Leisure Corporation ●
Spectrum £2.99cs ● C64
£2.99cs
● Amstrad £2.99cs

A game that has everything – **instant addiction, long-term**

challenge, frenetic excitement as the clock ticks down and **extremely tricky puzzles**. You must collect jewels hidden in caverns, digging away earth and boulders to get at them. Boulders can drop and cause you serious damage, while the jewels are often hidden by seemingly impenetrable walls. **Complex, but great fun. Boulderdash is a classic you can't afford to miss** in its budget incarnation.

■ **ACE CLASSIC**

DEFLEKTOR

Gremlin/Vortex ● Spectrum
£7.99cs ● C64 £9.99cs 14.99dk
● Atari ST £19.99dk

Optics are the order of the day here (not the spirit dispensers) as the player tries to connect a laser beam to a receiver and at the same time destroy a number of cells that are on-screen as well. You'll need to make full use

of the mirrors, fibre-optic conduits and polarising and refracting blocks if you're to achieve your aim. Clear the first screen and you'll only have 59 more to do. **Fascinating stuff that's horribly addictive.**

■ **ACE RATED 906 - ST**

NEBULUS

Hewson ● C64 £8.95cs
£12.95dk ● Spectrum £7.95cs

Guide Pogo to the top of eight towers using the spiral of platforms, lifts and ledges that form the route. It's a **highly original** game that strikes a fine balance between frustration and addiction, added to which is the **rotary scroll**, thus making it a **good-looking, playable winner** of a game.

■ **ACE RATED 943 - C64**

SENTINEL

Firebird ● Spectrum £9.95cs ●
C64 £9.95cs £14.95dk ●
Amstrad £9.95cs £14.95dk ●
Atari ST £19.95dk ● Amiga
£19.99dk

Bizarre and compelling strategy game played over the conquered surface of a planet domi-

nated by the Sentinel. Fundamentally you have to absorb energy while trying to stop the Sentinel from absorbing yours. **A clear brain and fast trigger finger** are both necessary in this **very original and large** – 10,000 possible landscapes – game.

■ **ACE RATED 963 - AMIGA**

SKULLDIGGERY

Nexus ● Atari ST £19.95

Boulderdash clone that **completely outdoes the original** on this particular machine. Again (see *Boulderdash*, above) you're digging for diamonds in caverns over 100 different screens – with a time limit for each screen. *Skulldiggery* scores on **playability** (easier screens to begin with and a choice of starting point) and its **entertaining** two-player option.

■ **ACE RATED 919 - ST**

SPORE

Bulldog ● C64 £1.99cs ●
Amstrad £1.99cs ● Spectrum
£1.99cs

The **winning combination** of strategy, frenzied blasting and



SAMDAL COMPUTERS LTD

"Better Than The Best of the Rest!"

TELEPHONE: 0621 - 742617

Credit Card Hotline 0621 - 742617

RING NOW!

OR CUT OUT AND SEND THE COUPON

FREE Delivery in UK* Orders Despatched in 24 hrs*

For a Fast & Personal Service Ring Now!

ATARI ST

Lombard RAC Rally	£19.90	Speedball	£19.90
Night Hunter	£19.90	Defender of the Crown	£23.90
Falcon	£19.90	Flight Simulator II	£31.90
Purple Saturn Day	£19.90	Jet	£31.90
Puffy's Saga	£19.90	Star Glider 2	£19.90
Baal	£15.90	Batman	£15.90
Powerdrome	£19.90	F-19 Stealth Fighter	TBA
Dungeon Master	£19.90	Bombuzal	£19.90
Virus	£19.90	Bubble Bobble	£15.90
Captain Blood	£19.90	Space Harrier	£15.90
20000 Leagues Under the Sea	£15.90	Return of the Jedi	£15.90
Times of Lore	£15.90	Test Drive	£19.90
Joan of Arc	£15.90	Garfield	£15.90
Elite	£19.90	The Kristal	£23.90
Marble Madness	£19.90	Power Play	£15.90

- Computers
- Peripherals
- Business Software

- Accessories
- Books

- Accounts, Graphics, CAD, Comms, Databases, DTP, Assemblers, Compilers, Music, Utilities and Word Processors

PHONE 0621 - 742617 NOW!

For a price list covering every accessory for your Atari ST.

AMIGA

Pioneer Plague	£19.90	Marble Madness	£15.90
Dungeon Master	£19.90	Flight Simulator II	£31.90
Sword of Sodan	£23.90	Batman	£19.90
Ballchess	£19.90	War in Middle Earth	£19.90
F/A-18 Interceptor	£19.90	Fish	£19.90
Superman	£19.90	The Kristal	£23.90
Rocket Ranger	£23.95	Powerplay	£15.90
Lombard RAC Rally	£19.90	Dragon Ninja	£19.90
Falcon	£23.90	Heroes of the Lance	£19.90
Garfield	£15.90	Purple Saturn Day	£23.90
Captain Blood	£19.90	Speedball	£19.90
Starglider 2	£19.90	Fusion	£19.90
Carrier Command	£19.90	Puffy's Saga	£19.90
Virus	£15.90	Return to Atlantis	£19.90
Elite	£19.90	Ferrari formula 1	£19.90
Phantom Fighter	£15.90	Garfield	£15.90
Bombuzal	£19.90	Test Drive	£19.90

Dragons Lair

Note: Needs 1MEG

- Computers
- Peripherals
- Business Software

- Accessories
- Books

- Accounts, Art, Graphics, CAD, Comms, Databases, DTP Utilities and Word Processors

PHONE 0621 - 742617 NOW!

For a price list covering everything your Amiga could wish for.

HUNDREDS OF OTHER TITLES AVAILABLE FOR BOTH MACHINES
CALL US ON 0621 - 742617 or send in the coupon for a full price list.

We are also stockists for: IBM PC, Amstrad, Spectrum, C64, MSX & Sega.
We also stock educational and utility software and peripherals

OUR UNIQUE CUSTOMER CARE CARD FREE WITH YOUR FIRST ORDER!

RING 0621 - 742617 NOW WITH YOUR ORDER!

Mail orders to: Samdale Computers Ltd, 1a Austral Way, Highfield Rise, Althorne, Essex, CM3 6DN.

Software Title	Machine	Amount
Total Enclosed £		

Name:

Machine:

Address:

.....

.....

Postcode: Tel. No:

*Cheque or P.O. payable to **SAMDAL COMPUTERS LTD***

Overseas orders add £2..00 per item

WE GUARANTEE NOT TO Cash Cheques OR Debit Credit Cards Until Goods are Despatched

Please send me a list of games for my machine.	Tick
Please send me a list of hardware peripherals available for my machine	

Top Soft Computers



Best Range, Best Service, Best Deals.

Amiga A500 games pack includes A500, modulator, mouse mat, 10 games inc Outrun, International Soccer, Winter Olympiad etc. and 5 blank discs.
ONLY £399.00

Amiga A500 plus Phillips 8833 monitor (stereo) inc 10 free games
£599.95

Amiga A500 Modulator and Photon paint
£369.00

64C Hollywood Pack
includes 64C, 5 arcade games, 5 quiz games, C2N, Quick Shot 2
£149.00

Family Entertainment Compendium
includes 5 games, midi keyboard and personal stereo
£199.00

Atari STFM Super Pack
ONLY £369.00

MISCELLANEOUS

Cumana 2nd Drive
(with an able/disable switch) **£99.95**
The Star LC 10 Colour Printer **£275.00**
Citizen 120D (includes cable) **£149.95**
Citizen LSP100 cash or cheque only **£110.00**
10 x 3.5" DS/DD disks **£11.00**
10 x 5.25" DS/DD disks **£5.00**
CV 1010 Amiga Drive **£89.95**
Amiga 501 Ram clock expansion **£129.95**

24 HOUR ORDER HOTLINE
0642 670503

Nintendo

We have been appointed a main stockist for Nintendo hardware and software in our area. Massive range, please call for details.



Credit Terms Available



**3 HAMBLETONIAN YARD,
STOCKTON-ON-TEES,
CLEVELAND, TS18 1BB**

Price and content correct at time of going to press.
Delivery free UK mainland. Order by phone or post.

great graphics make *Spore* a worthy full-price release – what a bargain then to be able to pick it up for £1.99!

■ **ACE RATED 919 – C64**

TETRIS

Mirrorsoft ● Spectrum £8.99cs
£19.99dk ● C64 £8.99cs
£12.99dk ● Amstrad £8.99cs
£12.99dk ● Atari ST £19.99dk
● Amiga £19.99dk ● IBM PC
£19.99dk

A fascinating geometrical oddity, this Russian puzzler turns the obscure mathematical topic of packing into a cult game. One at a time, shapes fall downwards into a rectangular playing area. Left to their own devices they'll pile up until they reach the top of the screen: your task is to guide them down and pack them in tightly so that doesn't happen. Different versions have proved to be rather variable in their arcade aspects, but the **brilliantly simple idea** behind them means they're **well worth a look** whatever your machine.

■ **ACE RATED 956 – C64**

THINK!

Firebird ● Spectrum £1.99cs ●
C64 £1.99cs ● Amstrad £1.99cs

Originally released by Ariolasoft at full price, but now available for a fraction of that from Firebird. It's a **horribly addictive** game played on a 6x6 grid – either one or two player – in which you attempt to connect four counters, horizontally, vertically or diagonally. A **compelling puzzle** which incorporates many additional features and skill levels.

■ **ACE CLASSIC**

XOR

Logotron ● Spectrum £7.95cs ●
Amstrad £9.95cs £14.95dk ●
BBC £9.95cs £12.95dk

Extremely tricky maze game involving the player controlling two shields, and collecting masks through 15 mazes, which increase in complexity as you progress. Also in later stages, fish and chickens lie in wait, often blocking the masks and just waiting to fall on you and bring your quest to a premature end. Later still, the fish and chickens are the least of your worries as bombs, transporters and dolls crop up to conspire against you. **Smooth scrolling, simple graphics**, this one **requires planning** to complete successfully.

■ **ACE RATED 927 – SPECTRUM**

SPECIALS

Original works that are simply unclassifiable feature in this section.

ATF

Digital Integration ● C64
£8.95cs £12.95dk ● Spectrum
£8.95cs £12.95dk ● Amstrad
£8.95cs £13.95dk

Excellent combat/flight simulator that's a bit of a change for Digital Integration, the simulation specialists. The emphasis is on **solid action**, the result being a sure-fire hit.

■ **ACE RATED 956 – SPECTRUM**

DARK SIDE

Incentive ● C64 £9.95cs
£14.95dk ● Spectrum £9.95cs
£14.95 dk ● Amstrad £9.95cs
£14.95dk

The second game using the Freescape programming system, which sets more of an arcade challenge. The **3-D graphics are again superb** as are the tasks and puzzles.

■ **ACE RATED 915 – AMSTRAD**

DRILLER

Incentive ● C64 £14.95cs
£17.95dk ● Spectrum £14.95cs
£17.95 dk ● Amstrad £14.95cs
£17.95dk ● IBM PC £19.95dk

This three-dimensional masterpiece of exploration and adventure took a year to develop, but the wait was worth it. A whole world was crammed into 8-bit micros to give the player such a feeling of 'being there' it's uncanny. It's bold, dazzlingly original and very playable. A milestone in computer entertainment.

■ **ACE RATED 956 – AMSTRAD**

ELITE

Firebird ● Spectrum £14.95cs ●
C64 £14.95cs £17.95dk ●
Amstrad £12.95cs £14.95dk ●

BBC £12.95cs £14.95dk (available from Superior Software)

Still the best space trading game, *Elite* set a standard for other companies to follow. One of the first space games to use vector graphics, it's a shooting and trading effort set across several galaxies, with plenty of variety to the gameplay. You can trade legal goods in (relatively) safe systems, or run the gauntlet of pirates in the galaxies' danger spots with your hold full of contraband. Either way there's a nice line in zero-G dogfighting, and **as big a task as you'll find** anywhere.

■ **ACE CLASSIC**

INCREDIBLE SHRINKING SPHERE

Electric Dreams ● Spectrum £9.99cs £14.99dk ● C64 £8.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Atari ST £19.99dk ● Amiga £24.99dk

A **manic maze** world where mass, **size** and **inertia** combine to provide wicked gameplay. Tricky puzzles and endless nasty obstacles will have you **rolling** around in **delight**.

■ **ACE RATED 923 - C64**

MAGNETRON

Firebird ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk

Puzzles and action Steve Turner style. Save the world by dismantling eight satellites. Steal parts from the enemy droids to upgrade your own droid, and hopefully make your job a little easier. The ideal game for all Quazatron fans looking for a similar, new challenge.

■ **ACE RATED 904 - SPECTRUM**

QUEDEX

Thalamus ● C64 £9.99cs £14.99dk

In this **impressively challenging** game you must steer a metallic ball through ten different screens of mazes, bonuses and obstacles, all within a set time limit. This **simple game concept** has a host of added features to make it particularly pleasing: you can carry over unused time to the next screen, for example, and tackle the different screens or 'planes' in any order you wish. Excellent graphics and **utterly absorbing play**.

■ **ACE RATED 934 - C64**

SPINDIZZY

Electric Dreams ● Spectrum £9.99cs ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk

Tremendous stuff; steer your spinning top over tough obstacles and collect jewels, against a **fiendish** time limit. The game landscape is a vast system of catwalks, ramps, towers, and trampolines surrounded by lethal drops – and **NO** safety rails. Floor switches activate lifts and bridge gaps, but tripping them in the right order can be harder than it looks. A few bad guys and **a lot of nice touches**, but the exploration's the thing.

■ **ACE CLASSIC**

STARGLIDER II

Rainbird ● Atari ST £24.95dk ● Amiga £24.95dk

One of the **finest examples** of a game using vector graphics to their full advantage, gets the **solid 3D** treatment and comes out looking every bit a winner. You've got a large task to complete and there's plenty of Egrons to destroy, making this combination of blasting and exploration a game that **stands head and shoulders** above the competition.

■ **ACE RATED 927 - ST**

TAU CETI/ ACADEMY

CRL ● Spectrum £9.95cs ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95dk ● Atari ST £19.95dk ● Amiga £19.95dk

Flight simulator/shoot-em-up and its sequel which are both **incredibly smooth and well put together**. The attention to detail is impeccable as you set off on hair-raising missions as a space cadet. In *Academy* you get to **design your own space skimmer** craft as well.

■ **ACE CLASSIC**

TOTAL ECLIPSE

Incentive ● Spectrum £9.95cs £14.95dk ● C64 £9.95cs £12.95dk ● Amstrad £9.95cs £14.95dk

The third game using the **Freescape system** is a bit of a departure from the first two, but it's still **an incredible game**. In *Total Eclipse* you're battling against time back in the 1930's trying to prevent the moon exploding. For arcade adventurers who love puzzles, the Freespace system is a **godsend**.

■ **ACE RATED 907 - AMSTRAD**

WIZBALL

Ocean ● Spectrum £7.95cs ● Amstrad £8.95cs £12.95dk ● C64 £8.95cs £14.95dk

A **compelling and original ball game** in which you become the wizball and must set out to conquer the 'colour creatures' which are intent on eliminating the spectrum and rendering the landscape grey

and drab. Controlling the wizball is great fun and makes this one of the **most playable** games to have appeared for a long time.

■ **ACE CLASSIC**

BRAIN GAMES

Fed up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? This is your section.

CHESS MASTER 2000

Electronic Arts ● C64 £9.95cs £14.95dk ● Amiga £24.95dk ● Atari ST £24.95dk ● IBM PC £24.95dk

Strongest chess game on the Amiga, with excellent graphics, 2D or 3D viewpoint, 12 levels of difficulty and **all the playing options you could wish for**. Plus some fairly nifty speech synthesis.

■ **ACE CLASSIC**

COLOSSUS CHESS 4

CDS ● Spectrum £9.95cs ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £13.95dk

Best bet for 8-bit machine owners, with choice of 2D or 3D view, **umpteens levels of difficulty**, and **myriad options** which enable you to play, watch, work out chess problems, etc against a fine computer opponent.

■ **ACE CLASSIC**

COLOSSUS MAH JONG

CDS ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk

Rummy-like **oriental game of strategy and chance**. A tutor program and short manual make this an easy to use and highly entertaining piece of software for veterans and novices alike.

■ **ACE RATED 937 - C64**

INFOGRAMES' BRIDGE

Infogrames ● Amstrad £12.95cs

£15.95dk ● MSX £12.95cs

Graphically the best of all contract bridge simulations, with large playing cards depicted against a suitably green baize background. **Plays a good game** (for a computer, which after all is a bit short in the imagination and flair department), and **features a wide range of options and bidding conventions** which you can toggle on and off according to your style.

■ **ACE CLASSIC**

POWERPLAY

Arcana ● Amstrad £8.95cs £14.95dk ● C64 £8.95cs £14.95dk ● Amiga £19.95dk ● Atari ST £19.95dk

If you want to try out your general knowledge, we reckon you'd be better off with this **original and challenging** combination of strategy game and quiz than with the admittedly monster-selling *Trivial Pursuit*. *Powerplay* is **graphically very pretty** in its setting on Mount Olympus, home of the Gods.

■ **ACE RATED 935 - AMIGA**

SCRABBLE

Leisure Genius ● Spectrum £9.95cs ● C64 £12.95cs £14.95dk ● Amstrad £9.95cs £14.95dk ● IBM PC £24.95dk

The **hugely popular** word game translated very successfully onto the micro. Fast, excellent display, and a surprisingly large vocabulary (even if it does include some strange-looking words on occasions). **Good enough to give** even strong human opponents a **tough game** at the higher levels.

■ **ACE CLASSIC**

cli:k

AMIGA SPECIALISTS

Unit 1, Willowsea Farm, Spout Lane North, Stanwell Moor, Staines, Middx. TW19 6BW
Telephone: (0753) 682988

SOFTWARE LIST

TITLE	S.S.P.	OUR PRICE
20,000 Leagues Under the Sea	19.99	13.50
4 x 4 Off Road Racing	24.99	19.50
Aaargh	19.99	13.50
Action Service	19.99	13.50
Adventure Con. Set	29.99	20.50
Alien Syndrome	24.99	16.50
Alternate Reality	19.99	13.50
Annals of Rome	24.99	16.50
Archon Collection	24.99	17.50
Arkandell II Revenge of Doh	24.99	16.50
Armageddon Man	19.99	14.50
Army Moves	24.99	16.50
Around The World in 80 Days	19.99	13.50
Artic Fox	24.99	17.50
Atax	14.99	10.25
Autoduel	24.99	16.50
Balance of Power	29.99	19.50
Barbarian	24.99	16.50
Bards Tale I	24.99	17.50
Bards Tale II	24.99	17.50
Basket Ball	24.99	19.50
Battle Chess	24.99	17.50
Bermuda Project	24.99	16.50
Better Dead Than Alien	19.99	13.50
Beyond The Ice Palace	24.99	16.50
Beyond Zork	29.99	19.50
Bionic Commandos	24.99	16.50
Bomb Jack	24.99	16.50
Bombuzal	24.99	16.50
Bubble Ghost	19.99	13.50
Buggy Boy	24.99	16.50
California Games	19.99	16.00
Capone	29.99	19.50
Captain Blood	24.99	16.50
Carrier Command	24.99	16.50
Chessmaster 2000	24.99	17.50
ChronoQuest	29.99	19.50
Chukie Egg	19.99	13.50
Circus Games	24.99	16.50
City Defence	14.95	10.25
Computer Hits Vol II	19.99	13.50
Corruption	24.99	16.50
Cosmic Bouncer	19.99	13.50
Crash Garrett	24.99	16.50
Crystal Hammer	14.99	10.25
Cyberoid	19.99	13.50
Dale Thompson	24.99	16.50
Deja Vu	29.99	19.50
Destroyer	24.99	16.50
Double Dragon	19.99	13.50
Driller	24.99	16.50
Dungeon Master (1 Meg only)	24.99	16.50
Earl Weaver Baseball	24.99	17.50
ECO	24.99	16.50
Eliminator	19.99	13.50
Elite	24.99	16.50
Emerald Mines	19.99	13.50
Empire	24.99	17.50
Empire Strikes Back	19.99	13.50
Enlightenment	19.99	13.50
Espionage	19.99	13.50
Faery Tale Adventure	49.99	26.50
Falcon F-16	29.99	19.50
Fernandez Must Die	24.99	16.50
Ferran Formula One	24.99	17.50
Final Assault	19.99	16.00
Fire and Forget	24.99	16.50
Firezone	24.99	16.50
Fish	24.99	16.50
Flight Sim. II	39.99	26.50
Football Director II	19.99	13.50
Football Manager II	19.99	13.50
Fusion	24.99	17.50
Galactic Conqueror	24.99	16.50
Ganymede	9.99	7.00
Garfield	24.99	16.50
Gee Bee Air Rally	19.99	13.50
Gettysberg	29.99	22.50
Giganoid	14.99	10.25
Growth	14.99	10.25
Hellbent	19.99	14.50
Hellfire Attack	19.99	14.50
Heltaskelter	14.99	10.25
Heroes of the Lance	24.99	19.50
Hostages	24.99	16.50
Hotshot	24.99	16.50
Ice Hockey	24.99	16.50
Ikari Warriors	24.99	16.50
Impossible Mission II	19.99	16.00
Ingrids Back	19.99	13.50
International Soccer	19.99	13.50
Interceptor	24.99	17.50
Jet	39.99	26.50
Jewels of Darkness	19.99	13.50
Jinx	24.99	19.50
Joe Blade II	19.99	13.50
Kampfgruppe	29.99	22.50
King of Chicago	29.99	19.50
Lancelot	19.99	13.50
Leather Goddesses of Phobos	29.99	19.50
Leatherneck	19.99	13.50
Legend of the Sword	24.99	16.50
Major Motion	19.99	13.50
Marble Madness	19.99	14.50
Mean 18	24.99	17.50
Mega Pack	24.99	16.50
Menace	19.99	13.50
Mini Golf	19.99	13.50
Mission Elevator	19.99	13.50
MoonMist	29.99	19.50

TITLE	S.S.P.	OUR PRICE
Mortville Manor	24.99	16.50
Munsters	19.99	13.50
Nebulas	19.99	13.50
NetherWorld	19.99	13.50
Nigell Mansell Grand Prix	24.99	17.50
Obolator	24.99	16.50
Off Shore Warrior	24.99	16.50
Operation Wolf	24.99	16.50
Out Run	19.99	14.50
P.O.W.	29.99	19.50
Pac Mania	19.99	13.50
Pandora	19.99	13.50
Phantom Fighter	19.99	13.50
Pioneer Plague	24.99	16.50
Platoon	24.99	16.50
Ports of Call	39.99	25.50
Powerplay	19.99	13.50
President is Missing	24.99	16.50
Quadrillen	24.99	16.50
Quantox	14.99	10.25
Questron II	24.99	19.50
R.A.C. Lombard Rally	24.99	16.50
Reach for the Stars	24.99	17.50
Red October	24.99	16.50
Return of the Jedi	19.99	13.50
Return to Atlantis	24.99	17.50
Return to Genesis	19.99	13.50
Revenge II	9.99	7.00
Robbery	19.99	13.50
Rock Challenge	24.99	16.50
Rocket Ranger	29.99	19.50
Rolling Thunder	24.99	19.50
Romantic Encounters in the Dome	24.99	16.50
S.D.I	29.99	19.50
Sargon III Chess	19.99	13.50
Scenery Disc 7	19.99	13.50
Scenery Disc 11	19.99	13.50
Scenery Disc Western Europe	19.99	13.50
Scenery Disc Japan	19.99	13.50
SeaStalker	29.99	19.50
Sentinel	19.99	13.50
Seven Cities of Gold	14.99	10.25
ShadowGate	24.99	16.50
Sidarms	19.99	16.00
SideWinder	9.99	7.00
Silent Service	24.99	16.50
Skychase	19.99	13.50
SkyFox II	24.99	17.50
Sorcery Plus	19.99	13.50
Space Racer	19.99	13.50
SpeedBall	24.99	16.50
Spidertronic	19.99	13.50
Spitting Image	19.99	13.50
Star Glider 2	24.99	16.50
Star Wars	19.99	13.50
StarFleet I	24.99	17.50
Starray	24.99	16.50
Strike Force Harrier	24.99	17.00
Strip Poker II Data Disc 1	9.99	10.25
Strip Poker II	24.99	19.50
Sub Battle Simulator	19.99	13.50
Summer Olympiad	19.99	13.50
Super Six (Compilation)	24.99	16.50
Tanglewood	19.99	13.50
TechnoCop	24.99	16.00
Terrapods	24.99	16.50
Test Drive	24.99	17.50
Tetraquest	19.99	13.50
Thexter	24.99	16.50
Three Stooges	24.99	19.50
Thunder Blade	19.99	13.50
Time & Magic	19.99	13.50
Time Bandits	19.99	13.50
Track Suit Manager	19.99	16.50
Tracker	24.99	16.50
Triad (Compilation)	29.99	19.50
Trivial Pursuit (New Beginning)	19.99	13.50
Turbo Cup	29.99	19.50
T.V. Sports Football	24.99	16.50
U.M.S	24.99	16.50
Ultima III	24.99	16.50
Ultima IV	24.99	16.50
Uninvited	24.99	19.50
Vectorball	24.99	16.50
Virus	24.99	13.50
Wanted	19.99	13.50
Warlocks Quest	19.99	13.50
Way of the Little Dragon	14.99	10.25
Whirligig	19.99	13.50
Wizard Warz	24.99	16.50
Wizzball	24.99	17.50
World Tour Golf	24.99	13.50
Zero Gravity	19.99	13.50
Zoom	19.99	13.50
Zynaps	19.99	12.50
Alien Strike	24.99	12.50
Black Shadow	9.99	5.00
Blast Ball	24.99	12.50
Borrowed Time	9.99	5.00
Brainstorm	19.99	11.50
Chubby Gristle	14.99	7.50
Cougan's Run	19.99	10.00
Diablo	24.99	13.50
Ebonstar	14.99	8.50
Elf	9.99	5.00
Extensor	14.95	8.50
Eye	9.99	5.00
FireBlaster	9.99	5.00
FlightPath 737	24.99	12.50
Footman	14.99	8.50
Fortress Underground	14.95	8.50
Frostbyte	14.95	8.50

Galactic Invasion	24.99	12.50
Grand Slam Tennis	14.99	8.50
Iridion	19.99	11.50
Jump Jet	14.95	7.50
Leviathan	19.99	11.50
Mach 3	19.99	11.50
MindFighter	24.99	14.50
MindShadow	24.99	12.00
Moebius	24.99	13.50
Ogre	24.99	13.50
Passengers of the Wind	24.99	14.50
Pink Panther	19.99	11.50
Plundered Hearts	29.99	16.50
Protector	9.99	5.50
RoadWars	19.99	10.00
Rockey	9.99	5.50
Sacrophaser	14.99	8.50
Seconds Out	19.99	10.00
Slaygon	19.99	10.00
Space Station	9.99	5.50
Starways	19.99	10.00
Strange New World	19.99	10.00
Strip Poker	9.99	6.00
Tetris	19.99	11.50
Tracers	24.99	14.50
Vampire Empire	19.99	11.50
Wall	14.99	7.50
Warzone	9.99	5.50

Special offer stands while current stocks last
please phone for availability

Business Software

AC/Basic	195.99	132.50
Adrum	39.99	32.50
Animator/Images	103.50	81.50
Art Parts 1	9.99	7.50
Art Parts 2	9.99	7.50
AudioMaster	46.00	32.00
Award Maker 2	39.99	29.50
Aztec C Professional	199.99	139.50
B.B.S.P.C. Coms Pack	119.99	96.50
Butcher II	29.99	21.50
C. Library	79.99	60.50
Calligrapher	89.99	72.50
C.L.I. Mate	39.99	29.50
Comic Setter	69.99	50.50
Comic Setter Libraries (Each)	24.99	18.50
Critics Choice	149.99	112.00
Data Retrieve	57.99	42.50
Deluxe Music Con. Set	69.99	50.50
Deluxe Paint II	69.99	50.50
Deluxe Photolab	69.99	50.50
Deluxe Print	24.99	18.50
Deluxe Print II	49.99	39.50
Deluxe Productions	139.99	122.00
Deluxe Video	69.99	50.50
DevPak Assembler	59.99	45.50
Digicalc	39.99	29.50
DigiPaint	39.99	29.50
Digiview Gold	149.99	125.00
Digidroid	59.99	50.50
Digistand	59.99	50.50
Director	59.99	45.50
DOS 2 DOS	39.99	29.50
Excellence	228.99	182.50
Express Paint	69.99	50.50
Face II	29.99	21.50
Fantavision (Tel for availability)	39.99	29.50
Forms in Flight	69.99	50.50
Godspell 2	29.99	21.50
Gomf 3.0	29.99	21.50
Grabbit	29.99	21.50
Hot and Cool Jazz	9.99	7.00
Home Accounts	29.99	21.50
I.F.F. Library	79.99	60.50
Impact	63.99	44.50
Instant Music	29.99	21.50
Interchange	49.99	39.50
Introcad	59.99	42.50
K Spread 2	79.99	60.50
K Seka Assembler	49.99	32.50
Kara Fonts	59.99	45.50
Kind Words 2	49.99	35.50
Lattice C Version 5.0	249.00	185.00
Lights Camera Action	57.99	39.50
M.C.C. Pascal Version 2	89.99	69.50
Macro Assembler	69.99	50.50
Mailshot	49.99	39.50
Maxiplan A500	99.99	79.50
Maxiplan Plus	149.99	109.50
Microfiche Filter	79.99	62.50
Modula II	139.99	109.50
Movie Setter	69.99	50.50
Music Studio	34.99	24.50
On Line	110.46	107.00
Organise II	69.99	50.50
Phon Paint	69.99	50.50
Pixmate	49.99	39.50
Power Windows 2.5	69.99	50.50
Prism	59.99	45.50
Pro Board	139.99	109.50
Pro Net	139.99	109.50
Pro Video CGI	159.99	134.50
Pro Video CGI Fonts	69.99	50.50
Pro Video Plus	249.99	185.00
Pro Video Plus Fonts	99.99	72.50
Professional Page	249.99	185.00
Project D	39.99	29.50
Publisher Plus	99.99	79.50
Quarterback	49.99	39.50
Rock and Roll	9.99	7.50
Ruby View Term	99.99	79.50
Sculpt 3D	85.00	69.50

Sculpt 3D Animate	129.99	111.50
Seasons and Holidays	9.99	7.50
Shell	49.99	34.50
Simp Library	79.99	60.50
Sonix	57.99	39.50
Studio Magic	69.99	50.50
Superbase	89.99	72.50
Superbase Professional	249.99	185.00
Superback	52.50	39.50
TV Show	69.99	50.50
TV Text	69.99	50.50
Tool Kit	39.99	29.50
Turbo Silver	139.99	115.00
Video Tiler	110.00	85.50
Videoscape 3D	143.75	117.00
Wordperfect 4.1	228.99	185.00
XCAD	460.00	325.00
Zuma Fonts (1-3) (Each)	34.99	24.50
Ultimate Soundtracker	39.99	32.50
E-Type	39.99	29.50
Day By Day	29.99	21.50
Protext	99.99	79.50

Educational Software

Con. Sound Tratten (Age 4+)	31.95	24.50
Matchit (Age 2+)	31.95	24.50
Mathamation (Age 13+)	69.99	50.

clik - ST

Unit 2 Willowslea Farm,
Spout Lane North, Stanwell Moor,
Staines, Middlesex TW19 6BW
Telephone: (0753) 683965

TITLE	S.S.P	OUR PRICE	TITLE	S.S.P	OUR PRICE	TITLE	S.S.P	OUR PRICE
Alien Syndrome	19.95	13.50	RoadRunner	24.99	16.50	Leisure Suit Larry II	24.99	16.50
Arcade Force Four	24.99	19.50	Revenge II	9.99	7.50	Mega Pack	24.99	16.50
Arkanoid II	19.99	13.50	Rings of Ziffin	24.99	16.50			
Armageddon Man	19.99	14.50	Rockford	19.99	13.50			
Barbarian	24.99	16.50	Rambo III	24.99	16.50			
Barbarian	19.99	10.50	Ranarama	19.99	16.00			
Bards Tale I	24.99	17.50	RoadWars	24.99	16.50			
Better Dead Than Alien	19.95	13.50	RoadWar Europa	24.99	19.50			
Beyond The Ice Palace	19.99	13.50	Shackled	19.99	13.50			
Bionic Commando	19.95	16.00	Side Arms	19.99	16.00			
BMX Simulator	14.99	10.50	Sapiers	19.99	13.50			
Buggy Boy	19.99	13.50	Sky Fox	14.99	12.50			
Bomb Jack	19.95	13.50	Sky Fighter	14.99	10.50			
Borrowed Time	24.99	16.50	Slap Fight	19.99	13.50			
Beauracracy	34.99	26.50	Space Quest I	19.99	13.50			
Captain Blood	24.99	16.50	Star Trek	19.99	13.50			
Casino Roulette	19.99	13.50	Scenery Disk No 7	19.99	13.50			
ChessMaster 2000	24.99	17.50	Scenery Disk No 11	19.99	13.50			
Chubby Gristle	19.99	13.50	Scenery Disk European	19.99	13.50			
Corruption	24.99	16.50	Scenery Disk Japan	19.99	13.50			
Carrier Command	24.99	16.50	Side Winder	9.99	7.50			
Champion Wrestling	19.99	16.00	Space Harrier	19.99	13.50			
Champion Water Ski	19.99	16.00	Spitfire 40	24.99	16.50			
Chess	24.99	16.50	StarWars	19.99	13.50			
Crash Garrett	29.99	13.50	StarGlider II	24.99	16.50			
Dark Castle	24.99	16.50	Stellar Crusade	34.99	26.50			
Dungeon Master	24.99	16.50	Stir Crazy	19.99	13.50			
Deflector	19.99	16.00	STOS	29.99	19.50			
Daley Thompson	19.99	13.50	Street Fighter	19.99	16.00			
Deja Vu	29.99	19.50	Street Gang	14.99	10.50			
Diablo	14.99	10.50	Strip Poker II	14.99	10.50			
Dizzy Wizard	19.99	13.50	Summer Olympiad	19.99	13.50			
Elf	19.99	13.50	Super Hang-On	19.99	13.50			
ECO	19.99	13.50	Super Sprint	14.99	10.50			
Eddie Edwards Ski	19.99	13.50	Space Ace	19.99	13.50			
Elite	24.99	16.50	Soccer Supremo	14.99	10.50			
Empire Strikes Back	19.99	13.50	Staff	19.99	13.50			
Extensor	9.99	7.50	Sundog	14.99	10.50			
Fire & Forget	24.99	16.50	Star Fleet	24.99	17.50			
Flight Sim. II	39.99	26.50	Sinbad & Throne of Falcons	24.99	16.50			
Football Manager II	19.99	13.50	SpeedBall	24.99	16.50			
Flintstones	19.99	13.50	Superman	24.99	16.50			
Foundation Waste	24.99	16.50	ST Karate	19.99	13.50			
Fernandez Must Die	24.99	16.50	Skrull	24.99	16.50			
Gunship	24.99	16.50	Tanglewood	19.99	13.50			
Get Dexter II	19.99	13.50	Tetris	19.99	13.50			
Gauntlet II	24.99	19.50	Thrust	9.99	7.50			
Gary Lineker Super Skills	19.99	13.50	Tracker	24.99	16.50			
Gold Runner II	19.99	13.50	Turbo Cup	19.99	13.50			
Garfield	19.99	13.50	Typhoon	19.99	13.50			
Hardball	24.99	16.50	Thundercats	19.99	13.50			
Hollywood Hijinx	29.99	19.50	Time & Magic	19.99	13.50			
Hollywood Poker	14.99	10.50	Trivial Pursuit	19.99	13.50			
Helter Skelter	14.99	10.50	Trivial Pursuit (New Beginning)	19.99	13.50			
Hot Shot	19.99	13.50	Terramex	19.99	13.50			
Ikari Warriors	14.99	10.50	Terrorpods	24.99	16.50			
Impact	14.95	10.50	Transputer	24.99	16.50			
Impossible Mission II	19.99	16.00	Thunder Blade	24.99	19.50			
Insanity Fight	24.99	16.50	Techno Cop	24.99	19.50			
Int'l Soccer	24.99	16.50	Times of Lore	24.99	16.50			
IK+	24.99	16.50	Ultima III	24.99	16.50			
I Ball	9.99	7.50	Ultima IV	24.99	16.50			
Jet	39.99	26.50	Uninvited	24.99	16.50			
Jewels of Darkness	19.99	13.50	U.M.S.	24.99	16.50			
Joe Blade II	19.99	13.50	Victory Road	24.99	16.50			
Juggler	24.99	16.50	Virus	19.99	13.50			
Kill Dozer	19.99	13.50	Vampire Empire	19.99	13.50			
Knight Orc	19.95	13.50	Vegas Gambler	24.99	16.50			
Kings Quest Pack	24.99	16.50	War Games Con Set	24.99	16.50			
KnightMare	19.99	13.50	Warlocks Quest	19.99	13.50			
Leatherneck	19.99	13.50	Where Time Stood Still	19.99	13.50			
Leisure Suit Larry	19.99	13.50	Whirligig	19.95	13.50			
Lurking Horror	29.99	19.50	Winter Olympiad	19.99	13.50			
Legend of the Sword	24.99	16.50	WarHawk	9.99	7.50			
Mach III	19.99	13.50	Wizards Crown	24.99	16.50			
Mercenary Compendium	24.99	16.50	Wizards Warz	19.99	13.50			
Mickey Mouse	19.99	13.50	Wanted	19.99	13.50			
Mind Fighter	24.99	16.50	Xenon	19.99	13.50			
Mission Genocide	9.99	7.50	Xevious	24.99	16.50			
Mean 18	24.99	17.50	Zynaps	19.99	16.00			
Maria's Xmas Box	14.99	10.50	20000 Leagues Under the Sea	19.99	13.50			
Moebius	24.99	16.50						
Marble Madness	19.99	14.50						
Mind Forever Voyaging	29.99	19.50						
Maniac's Diary	24.99	16.50						
NetherWorld	19.99	16.00						
NightRaider	19.99	13.50						
NorthStar	19.99	13.50						
Nord & Bert	24.99	16.50						
Nigel Mansell's G.P.	24.99	17.50						
Obliterator	24.99	16.50						
Out Run	19.95	16.00						
OverLander	19.99	13.50						
Ogre	24.99	16.50						
Puffy's Saga	24.99	17.50						
PowerDrome	24.99	17.50						
PacMania	19.99	13.50						
Pandora	19.99	13.50						
Pawn	19.99	13.50						
Peter Beardsley	19.99	13.50						
Phoenix	19.99	13.50						
Pink Panther	19.99	13.50						
Platoon	19.95	13.50						
Power Struggle	14.99	10.50						
Purple Saturn Day	24.99	16.50						
Perfect Match	24.99	16.50						
President is Missing	24.99	16.50						
Quadralien	24.99	16.50						
Questron II	24.99	19.50						
Question of Sport	24.99	16.50						
Return To Genesis	19.99	13.50						
Rampage	14.99	10.50						
Rolling Thunder	19.99	16.00						
RoadWar 2000	24.99	19.50						

BUYING THE MACHINE YOU REALLY WANT...

With so many machines to choose from, which one should you upgrade to? It's not an easy decision, but Roger Yates might be able to help.

"Yes Sir, the Sinclair PC200 is a 16-bit machine, fully IBM compatible and comes with a colour graphics adaptor". All of the above is true, but what the salesman didn't tell you is that you don't want it. Choosing the right computer involves a little more than listening to his sales pitch.

Fortunately, the architects of life seem to have allowed two distinct categories of people – those who want to pursue mostly business type activities, and those who don't. Frankly the latter group is the more interesting, so let's deal with the former first.

BIG BLUE BROTHER

IBM. There, now that's over. Well, what did you expect? The truth is inescapable. If you are looking to

balance your books in some sort of serious business environment – perhaps where your and few other souls' livelihoods might depend on the computer – or you work for a company that expects results, and where promotion can be earned by affording yourself the capacity to work at home – then you have no choice. The sad and sorry IBM standard has been imposed and it's a very brave man (or salesman, indeed) who can honestly claim that a computer other than one which is fully IBM compatible is going to do the job. Of course you don't need to buy a real IBM, heaven forbid. There are hundreds of IBM compatible computers out there, from Amstrad to Watford. The price, for what essentially is the same machine, varies like interest rates.

In fact the complication with IBM type computers is that the range of vendors and corresponding machines is a little too large. The oldest type of computer comes equipped with an Intel 8088 processor. So old hat now that you don't want it – it isn't even a real 16-bit processor.

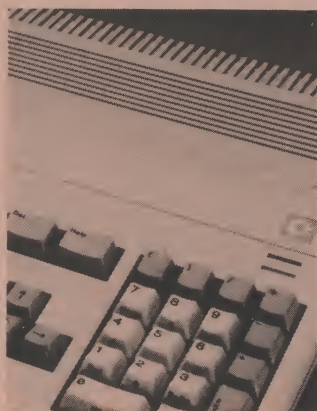
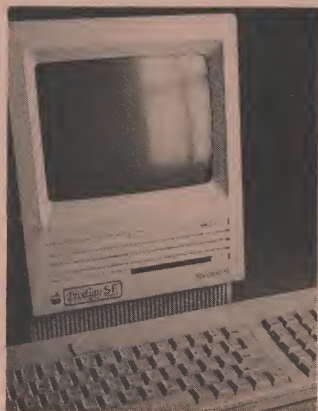
Probably the cheapest IBM type which offers reasonable performance is based around the Intel 8086 – as the cheaper Amstrad PCs are. However the mid range chip, the 80286, is now found in computers which can be had for under a thousand pounds, and the extra power is worth the money.

As a very rough guide to performance each generation above the 8086 offers a 5 times improvement in the performance-speed. This varies from one machine to another – some have faster clocks and others have that and faster memory. Do you need speed? If you can afford it, then yes. The only way to forecast is to think about how you are going to use the computer. If your intended tasks are keyboard-dependent, like word processing, speed is generally a luxury. On the other hand, if the task is processor related, graphics, database or accounts work, then the faster the computer the longer you are likely to keep it.

By the way, if you are looking at any of the latter applications, or hope to use the computer for a multitude of tasks, then budget for a hard disk. If for the moment one is beyond your purse, at least make sure that you buy a computer which offers real IBM expansion compatibility – that pretty well rules out computers like the Amstrad PC200, Amstrad portables and the Olivetti PC1.

SERIOUS GAMES ?

For the home computer enthusiast who has just been talked into an IBM clone there is hope that it can be used for entertainment – music, games and so forth. Unless you can afford to spend over a thousand pounds on the kit then you will be disappointed with IBMs as games machines, especially those only offering CGA, like the PC200 which sickeningly portrays the uselessness of CGA graphics with its four pathetic colours and horrible sound. Only the EGA colour computers offer anything like decent screen displays, and even then while the range of serious software is huge, games software is not nearly so prolific. The cheaper CGA display is fine for all business applications but if you are forced by fiscal restrictions to go for this type of computer you can improve on it later by adding an EGA card and



screen, but again, only if the computer you select has proper expansion slots, and doesn't draw its power from the monitor a la Amstrad. You cannot improve the sound, that must remain appalling.

APPLE CORE

There is another machine which has been extolled as the ultimate 'business micro' and is both powerful and very easy to use. While it's true that the Macintosh SE is easy to use, it is also frighteningly expensive. The disadvantage is that there isn't nearly the choice of business or games software for the thing, and, even worse, it offers little hope of IBM compatibility – you can't even read IBM format disks without spending lots more money. Yes, the Mac is easy to use, but DOS on a PC is within the understanding of all, with a little effort. The reward for not going the Apple route is more money, more choice and a place in the computer world.

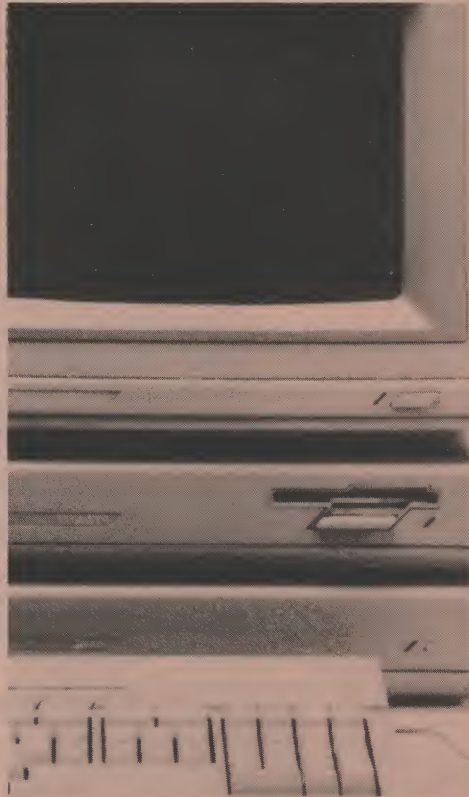
THE GAMES MACHINES

While computers such as the Amiga and ST cannot directly run IBM software, they are capable of performing most serious tasks. Gameswise, they offer the best value for money in terms of display quality and speed for pounds. Both the Amiga 500 and Atari ST make use of the Motorola 68000 processor and to great effect. The real games enthusiast might be best going for the Amiga – it has the edge in terms of sound and graphics over the Atari.

The Atari offers a better compromise between business, ease of use and games. It's certainly no arcade slouch and if you spend that little extra you could opt for the excellent mono screen which is great for word processing – your colour TV has to double up for games. The Atari has two more advantages. Firstly it has built in MIDI ports, so the budding musicians will approve of it. Secondly, the 1040 can read and write IBM format 3.5" disks so at least you can take data from IBM applications without much grief. The ST may not be as fast as a MAC, but it is very nearly as easy to use.

FRIVOLOUS BUSINESS ?

The Amiga, of course, has business capabilities. One of the best known IBM word processors, *Word Perfect*, can be bought for it (for a couple of limbs), and the Amiga mouse-driven environment makes it a delight to use, much nicer than on an IBM. The Amiga has a reasonable range of serious applications, certainly enough to offer you choice.



The main problem with an Amiga in a dual role might be money. If you need to do business like things you will need the expensive high quality Commodore colour display. I truly love playing games on an Amiga but for one point, which rather sours it in a serious role when compared to the ST, and that's its awful disk reading speed. Still, serious applications might justify a hard disk which is much faster.

Both the Amiga and Atari have a respectable catalogue of serious applications but they tend to offer the widest choice in word processing, with the range diminishing as you move from database programs, via spreadsheets to accounting, which is the weakest area for both computers. There are plenty of examples of programs being available across all machines – but don't expect to find programs, as excellent as they are, like *Protext* or *Superbase* in daily use at work.

ARCHIETYPE

Games publishers seem to concentrate on the ST, Amiga and PC – in that order. This rather leaves Acorn's Archimedes out in the cold which is a shame since the different technology employed in this computer (it uses a thing known as the RISC processor) means that it is something really special.

The Arch produces graphics comparable to the Amiga but with many more colours and more speed. Screen displays on the

Arch are among some of the best I have seen on any computer. But, sadly, it isn't a mainstream computer and lacks choice in both games and serious software. Pity, because it really is an exciting and interesting computer. If your interest is in programming computers and you don't mind being limited in the range of software you can buy then you should investigate this computer a little further. If you once owned a BBC computer you will be used to being in a backwater so an Archimedes might be an attractive option.

MAKE LIKE AN IBM

The Amiga, Atari and Archimedes offer an IBM emulation. On the ST this is done MOST cheaply via software but it doesn't really provide a valid way of running IBM programs, it's just too slow. Commodore has the A2000 with Bridgeboard, which is actually an IBM clone inside the Amiga. This is an expensive way of getting a 4.77 8088 IBM and even if you can afford it, you might be better buying an A500 and an IBM clone. The Archimedes offers software emulation which is surprisingly fast. Not good enough for long term use, but excellent for running IBM applications on an occasional basis.

BUY WHAT YOU NEED

The key to solving this dilemma is to look at the software for these computers first. If your priority is games find out what pleases you most, and which computer runs it

the best – chances are it won't be a CGA IBM PC. If you need serious applications as well as games then look at the software on offer for the particular machines and see if any of it can do what you want – and that's all that really matters.

Don't just ask the salesman to tell you what the computer can do. If he says it can run programs which accept data from IBM applications then take him a copy of your data, nail him to the floor and ask him to demonstrate. Don't walk into a shop just with the idea of buying a computer, get it firmly fixed in your mind what you want the computer to do, and write down all your questions so that you don't get distracted. The salesman will hate you, but at least you will get the computer you deserve. Remember that no matter how superb the hardware, if it ain't got the software it's just a box of components...

ABOUT ROGER

Roger Yates doesn't work for IBM or Amstrad. He lives in Surrey with a spaniel and several hundred computers (only the spaniel chews the kitchen carpet, though).

COMPO' CORNER

THE ACE PINK DRAGON COMPETITION

Thanks again to Danielle of US Gold, who kindly donated those completely brilliant collectors' editions of Dragonlance chronicles and legends, we can now offer you the chance to win the separate volume sets. Chronicles comes in 3 volumes as does Legends, so the lucky winner will win 6 glorious paperbacks!

All you have to do is tell us where the authors Margaret Weis and Tracy Hickman now live (a clue: neither of them live in Tivdale!) Send your answers to DRAGON PINK, ACE at the Bath address to arrive no later than 5 April 1989.



THE WEIRD PINK COMPETITION

Unless you've been living on Mars for the past few weeks, you must know that Rainbird have managed to gain a spot on prime time TV with their *Weird Dreams* game. The game is played on Saturday morning's Motor Mouth programme when a person from the public is picked to represent the main sprite from the game, and by answering questions they progress through the game and earn themselves some great prizes. Wonderful fun!

We had a little chat with Rainbird and managed to get hold of FIVE limited edition *Weird Dreams*/Motor Mouth T shirts. Want one? OK! Just answer these simple questions, post the answers to WEIRD PINK, at the Bath address - ensuring they arrive no later than 5 April. The first five correct entries pulled from the sack will each win a T shirt.

THE QUESTIONS:

1. Who said "I have a dream" in a famous speech?
2. Who dream of electric sheep?
3. Who dreams of Jeannie?
4. In which American TV programme was a whole series written off as a dream sequence?
5. Who will always be together in electric dreams?

URGENT! URGENT! URGENT!

Remeber folks!
THE NATIONAL EINSTEIN EXHIBITION
NATIONAL MOTORCYCLE MUSEUM
NEAR N.E.C. BIRMINGHAM
SATURDAY 22ND APRIL
10AM - 5PM, 50P ENTRANCE

AT LAST !!!

From the author of 'Rebelstar'

LASER SQUAD

A fast action strategy game with superb graphics and sound.

"Laser Squad is one of the best games I have played on any computer ... The graphics are full of character, the attention to detail is amazing ... Sound is fab." C & VG HIT: 97%

"The 3D graphics are great ... a terrific game with more yet to come." ACE Rating: 873

"I think Laser Squad is Mega fab ... on a par with Elite for thinking warmongers," Your Sinclair Megagame, 9/10.

"Lots of brain busting action without all the boring complexities of other products. Target's really hit the bullseye!" Sinclair User: 89% overall.

"The original concept of 'Rebelstar' was elegant and addictive and 'Laser Squad' takes it much further without losing any of its playability ... An excellent expansion of a Classic." Crash: 89% overall.

Laser Squad includes:

★ 3D Graphics ★ fast 8 way scrolling ★ 1 or 2 player options ★ up to 7 skill levels ★ Strategic map display ★ 4 fire options ★ drop, pickup, throw or use different objects ★ sophisticated artificial intelligence ★ THREE separate scenarios with the main program.

Expansion Kit One is now available, including two challenging scenarios:

'The Cyber Hordes' and 'Paradise Valley'

Mail Order: tick boxes on coupon and send with a cheque or postal order to: TARGET GAMES LTD.
19 The Rows, Harlow, Essex, CM20 1BZ

	Laser Squad		Expansion Kit 1	
	Cass.	Disk	Cass.	Disk
Commodore 64	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amstrad CPC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spectrum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	£9.95	£14.95	£3.95	£5.95

Name _____
Address _____

Postcode _____
I have enclosed £ _____ in a Cheque/Postal Order.

Laser Squad Laser Squad Laser Squad Laser Squad

Top Quality 2nd Drives for the Amiga and Atari ST at low, low prices

Evesham Micros

- ✓ Full compatibility with all Atari ST models, Amiga 500 & Amiga 1000
- ✓ Top quality Citizen drive mechanism
- ✓ One megabyte unformatted capacity
- ✓ External plug in PSU (Atari ST)
- ✓ Throughport (Amiga)
- ✓ Very quiet
- ✓ Slimline design
- ✓ Colour matched to computer
- ✓ Long cable for location either side of computer
- ✓ Full 12 months guarantee

Don't forget - all prices shown include VAT and delivery

ATARI ST VERSION ONLY

£82.95

AMIGA VERSION ONLY

£79.95

including VAT and delivery

ATARI

All our ST prices include: mouse etc. plus 5 disks of software including wordprocessor, utilities, graphics, game and demos. Phone us now for a quote on any combination of hardware.

520 STFM SUPER PACK

Includes 520 STFM with 1MEG drive, over £450 worth of software, joystick, mouse, User Guide and 5 disks of Public Domain Software. Software included is:

Marble Madness	Test Drive	Chopper X
Beyond Ice Palace	Buggy Boy	Ranarama
Thundercats	Quadrangle	Starquake
Summer Olympiad	Xenon	Genesis
Arkanoid II	Wizball	Black Lamp
Eddie Edwards Ski	Seconds Out	Thrust
Ikari Warriors	Zynaps	Organiser Business S/ware

All this For Only **£339.00**

inc VAT & delivery

520 STFM with 1MEG internal drive fitted	£269.00
1040 STFM with TV modulator	£399.00
1040 STFM model as above with 'Microsoft Write' & 'VIP Professional'	£419.00
1040 STFM including joystick, 21 games with business software as supplied with above described '520STFM Super Pack'	£439.00
1040 STFM inc. 'super pack' extras as above, 'MS-Write' & 'VIP Pro.'	£469.00

Buy a monochrome monitor with any 1040 from above for £110.00 extra

Mega ST2 with mono monitor, 'MS-Write' & 'VIP Pro.'	£849.00
Mega ST4 with mono monitor, 'MS-Write' & 'VIP Pro.'	£1099.00
520 STFM 1MEG internal 3.5" drive upgrade kit inc. full instructions	£74.95
SM124/5 mono monitor	£119.00
SC1224 colour monitor	£279.00
Mega-File 30Mb hard disk	£539.00
Mega ST2 special offer package including Mega ST2, 2nd 3.5" drive, mono monitor, SLM804 laserprinter, 'Microsoft Write', 'VIP Professional', 'Fleet St Publisher' and 90 days on site maintenance all for only	£1795.00
Philips 15" FST Teletext TV/monitor model 1185, full rem/ctrl, c/w cable	£269.00
Philips CM8833 14" colour monitor c/w ST or Amiga lead	£229.00
Philips CM8852 as above, higher resolution	£299.00

PRINTERS

All prices include VAT, delivery and cable

star

We use and recommend Star printers since they offer an unbeatable combination of features, print quality, reliability and value. Make the sensible decision - get it right with a Star printer at our special, all in, prices.

Star LC10 best-selling 144/36cps printer, 4 NLQ fonts, inc.2 extra ribbons free	£199.00
Star LC10 7-colour version of above printer, inc.2 extra black ribbons	£249.00
Star LC24-10 feature-packed multifont 24 pin printer	£339.00
Star NB24-10 great value 24pin inc. cut sheet feeder + 2 extra ribbons	£499.00
Star NX-15 budget wide carriage printer	£329.00
Star NB24-15 wide carr.version of NB24-10 inc. free cut sheet feeder	£649.00
NEC P2200 budget 24pin, great value 168/56 cps	£319.00
Amstrad DMP3160/3250DI good value 10" with serial & parallel interfaces	£189.00
Amstrad LQ3500 10" 24pin with both serial and parallel interfaces	£329.00
Panasonic KXP1081 reliable budget 10" printer 120/24 cps	£169.00
Panasonic KXP1124 superb value 10" multifont 24 pin with 6 typesets	£319.00
Epson LX800 popular 10" 180/25 cps	£199.00
Epson LQ500 good 24pin printer 150/50 cps	£319.00
Citizen 120D good value 10" 120 cps	£139.00
Citizen HQP-45 bargain 24 pin wide carriage printer	£399.00

Sheet feeders available for most of the above printers - call us for details

3.5" Disks

10 Bulk packed DS/DD 3.5" disks with labels, fully guaranteed	£11.95
25 bulk disks as above	£27.95
10 disks as above with plastic case	£13.95
25 disks as above, with 40 capacity lockable storage unit	£34.95
Verbatim DS/DD disks, top quality media with lifetime guarantee. Box of 10 only	£19.95
SKC MF2DD DS/DD 3.5" disks. Box of 10	£17.95

How to order from Evesham Micros

VISA

ACCESS

Phone us with your ACCESS or VISA card details on :
0386-765500

All prices include VAT and delivery. Express Courier delivery £5.00 extra.

Send cheque, Postal Order or ACCESS/VISA card details

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All goods subject to availability, E.&O.E.
Open to callers 6 days, 9.30-5.30

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564

Evesham Micros Ltd
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
0386-765500
fax 0386-765354
telex 333294

SPECIAL OFFER AMIGA PACK

Our new special offer pack includes the following:

- | | |
|----------------------|--|
| ★ Amiga 500 computer | ★ Grid Start |
| ★ TV Modulator | ★ Demolition |
| ★ Mouse & Mouse mat | ★ XR 35 |
| ★ Joystick | ★ Atax |
| ★ Photon Paint | ★ Las Vegas |
| ★ Karate Kid II | ★ plus 5 disks of public domain s/ware |
| ★ Goldrunner | |

all this for only £399.00!

The total retail value of extras supplied is £270.45.

DOUBLE TAKE! PYE 15" FST TV/MONITOR (MODEL 1185)

Superb quality, stylish medium resolution FST colour TV/monitor to suit the ST or Amiga. Features teletext, full infra-red remote control, Euroconnector, Video/Audio Input and headphone output connectors, 40 tuner presets, external aerial connector and loop aerial. Supplied with cable (please state computer type when ordering).

SPECIAL OFFER I
£269.00

Includes VAT and computer connection lead

DISECTORST

**POWERFUL
ATARI ST
DISK
UTILITIES**

- ♦ **SOFTWARE BACKUP** with new turbo nibbler
Version 4. incorporates a very fast and powerful menu-driven backup utility. Makes use of all available drives and memory.
- ♦ **56 SOFTWARE BACKUP PARAMETERS**
Parameters now includes 56 individual routines to backup and de-protect the toughest protection schemes.
- ♦ **FAST BACKUP**
Will backup a non-protected disk as quickly as possible using 'File Allocation Copy' techniques.
- ♦ **EXTERNAL DRIVE BOOT**
Allows many programs to startup from drive B.
- ♦ **ORGANISER ACCESSORY**
New look Version 4, providing extremely useful disk management commands under one desktop-based accessory, including FORMAT, RENAME, DELETE etc.
- ♦ **EXTRA FORMAT**
to maximise usable space on your disks - provides over 15% additional user storage space per disk!
- ♦ **RAMDISK and SET DATE/TIME** accessories.
- ♦ **plus UNDELETE, DISK ANALYSIS, UNFORMAT DISK SPEED CHECK** and much more!

VERSION 4
NOW AVAILABLE!

Only £24.95 Existing users - upgrade your Disector ST disk for only £7.95

There had been a daring robbery from the museum – a valuable, historic jewelled brooch had been removed from its case. Alerted by the alarm in the early hours, the police had soon responded and had succeeded in picking up 'Fingers' Ned, a well-known villain, coming away from the nearby town square. A search of the above-named gentleman revealed nothing and so he was duly released. The jewel had, it appeared, vanished into thin air!

In truth, it was Ned who HAD taken the gem, working under the instructions of Bill 'The Brain', the leader of the outfit. After the theft, Ned had concealed the jewel underneath one of the paving slabs in the town square, the exact slab having already been selected by 'The Brain' and secretly marked with chalk in advance. When things had cooled down, the treasure could be collected, and meanwhile no evidence would be found on either man.

The days passed and the rain fell. 'It's no good', wailed Ned, 'the mark has been washed away!'

The jewel was hidden under the ___ slab in the ___ row.

NAME

ADDRESS

COMPUTER OWNED

SEND YOUR ENTRIES TO:
PRIZE PUZZLE NO 13, ACE, 4 QUEEN ST, BATH BA1 4EJ. CLOSING DATE 5 APRIL 1989

THE ACE PUZZLE No13

Set by Archie Medes

The sender of the first correct entry pulled from the sack wins £25 worth of software for their machine.

Bill lit another cigarette, poured two generous measures of bourbon and said in his slow Bronx drawl "Then it's as well I can remember how I selected the required slab."

Carefully closing the blinds he switched on a single overhead light, its bare, fly-specked bulb throwing shadows around the darkened room. He explained:

"First, I noticed the town square was indeed an exact square and was paved with a regular checker-board arrangement of square slabs – there being ninety-nine rows, each having ninety-nine slabs. I then imagined that the slabs had been numbered in the following way."

He sketched a rough five by five grid on a piece of paper and placed a single digit in each of the squares.

"To illustrate the point," he continued, "assume that there were only five rows of five slabs. Here, I have started in the top left-hand corner and have numbered the squares in counting order – one, two, three, etc. Each row runs from left to right. Once the

1	2	3	4	5
6	7	8	9	1
0	1	1	1	2
1	3	1	4	1
5	1	6	1	7

number exceeds one digit I continue counting but 'split' the number over more than one square. I continue in this way until I reach the bottom right-hand square, which in this case is numbered with the 7 of 17. Having done this I would then select the square for hiding the jewel. On this grid the selected square would be the third one across in row two." He placed an X on this square.

"Why is that, Boss?" asked Ned, gulping down the bourbon in one go.

"The reason is simple." Bill drew deeply on his cigarette and replied in a hushed voice. "It is the square which produces the highest sum when its digit is added to the digits on the eight surrounding squares. In this case, '8+2+3+4+9+1+1+1+7.' No other square on the grid will give as high a total! Now, we just apply the same principal to the 99 by 99 arrangement of slabs in the town square."

Ned was amazed at the ingenuity behind the plan, but he now knew all that he needed. The light glinted on cold grey steel as a single shot rang out. Through narrowed eyes Ned watched as Bill slid to the floor, his burning cigarette gripped between his lifeless fingers.

"Too bad, partner," murmured Ned, slipping the revolver back into his pocket, "but you ain't getting any of the loot." Closing the door silently behind him he was soon swallowed up in the darkness of the night.

It was only later that he found he was unable to calculate where the treasure was concealed. Can you beat him to it?

Instead of trying to solve this puzzle with a pencil and paper, why not devise a simple listing that will allow your micro to solve it for you?

24 Hour
DISPATCH
(Subject to availability)

BEST BYTE

ALL ORDERS SENT BY
FIRST CLASS
POST

ATARI	RRP	OUR
5 Star Compilation	24.95	15.50
F-16 Combat Pilot	24.95	16.50
Adv Rugby Simulator	19.99	12.50
Afterburner	19.99	13.50
Baal	19.95	12.50
Barbarian II	19.99	12.50
Batman	19.95	12.50
Captain Blood	24.99	15.50
Carrier Command	24.95	15.50
Chrono Quest	29.95	18.50
Chuckie Egg	19.95	12.50
Corruption	24.95	15.50
Crazy Cars II	19.99	12.50
Double Dragon	19.99	12.50
Dragon Ninja	19.95	12.50
Driller	24.95	12.50
Driller	24.95	15.50
D.T. Olympic Challenge	19.95	12.50

ATARI	RRP	OUR
Dungeon Master	24.95	15.50
Elite	24.95	13.50
Falcon	24.95	15.50
Federation of Free Traders	29.95	22.95
Fish	24.95	15.50
Football Director 2	19.99	12.50
Football Manager 2	19.99	12.50
Galactic Conqueror	19.95	12.50
Helter Skelter	14.99	9.50
Heroes of the Lance	24.95	19.15
Hostages	24.95	15.50
IK+	19.95	13.50
Incr Shrinking Sphere	19.99	13.50
Joan of Arc	19.99	15.35
Kennedy Approach	24.95	15.50
Leaderboard Birdie	19.99	15.35
Leisure Suit Larry II	29.99	20.25
Lancelot	19.95	12.50
Lombard RAC Rally	24.95	15.50
Live and Let Die	19.99	12.50
Manhattan Dealers	19.99	12.50
Manhunter	29.99	20.25
Mini Golf	19.99	12.50
Motor Massacre	19.99	15.35
Nebulus	19.99	15.35
Oids	19.95	12.50
Operation Wolf	19.95	12.50
Pac Mania	19.95	12.50

ATARI	RRP	OUR
President is Missing	24.95	15.50
Purple Saturn Day	24.95	15.50
Question of Sport	19.99	12.50
R-Type	19.99	13.50
Rambo III	19.95	12.50
Return of Jedi	19.95	12.50
SDI	19.99	13.50
Sidewinder	9.99	6.90
Space Harrier	19.99	12.50
Speedball	24.99	15.50
Spitting Image	19.95	12.50
STAC	39.99	25.90
Star Ray	19.95	12.50
Starglider 2	24.95	15.50
STOS	29.95	19.90
Super Hang On	19.99	13.50
Superman	24.95	15.50
Teenage Queen	19.95	12.50
The Munsters	19.99	12.50
Thunderblade	19.99	15.35
Times of Lore	24.95	15.50
Tracksuit Manager	19.99	12.50
Triad Vol 1	29.99	18.50
Turbo Cup	19.99	12.50
Victory Road	19.95	12.50
Virus	19.95	12.50
War in the Middle	24.99	15.50
Where Time Stood Still	19.95	12.50

AMIGA	RRP	OUR
Advanced Ski Sim	19.99	12.50
Baal	19.95	12.50
Batman	24.95	15.50
Captain Blood	24.95	15.50
Captain Fizz	14.95	4.90
Carrier Command	24.95	15.50
Chrono Quest	29.95	16.50
Chuckie Egg	19.95	12.50
Double Dragon	19.99	12.50
Dragon Ninja	24.95	15.50
Dragons Lair (1Mb Only)	44.95	31.25
Driller	24.95	15.50
D.T. Olympic Challenge	24.95	15.50
Dungeon Master (1Mb only)	24.99	15.90
Elite (Out now)	24.95	15.50
Excalibre	14.99	9.90
Falcon	29.99	18.50
Fish	24.95	15.50
Football Director 2	19.99	12.50
Football Manager 2	19.99	12.50
Galactic Conqueror	24.99	15.50
Heroes of the Lance	24.99	19.15
Hostages	24.95	15.50
Incr Shrinking Sphere	24.99	16.50
International Karate	24.99	16.90
International Soccer	19.99	12.50
Kennedy Approach	24.95	15.50
Lombard RAC Rally	24.95	15.50

AMIGA	RRP	OUR
Manhattan Dealers	24.99	15.50
Menace	19.95	12.50
Nebulus	19.99	15.35
Operation Wolf	24.95	15.50
Outrun	19.99	13.50
Pac Mania	19.95	12.50
Pioneer Plague	24.95	15.50
Purple Saturn Day	24.95	15.50
Return of the Jedi	19.95	12.50
Rocket Ranger	29.95	18.50
Roger Rabbit	24.99	16.90
Speedball	24.95	15.50
Spitting Image	19.95	12.50
Starglider 2	24.95	15.50
SuperHang On	24.99	16.90
Superman	24.95	15.50
Sword of Sodan	29.99	18.50
Teenage Queen	19.95	12.50
The Munsters	19.99	12.50
Thunderblade	24.99	19.15
Times of Lore	24.95	15.50
Tracksuit manager	19.99	12.50
Triad Vol 1	29.99	18.50
Turbocop	19.99	13.50
T.V. Sports Football	29.99	18.50
U.M.S.	24.95	15.50
Virus	19.95	12.50
Workbench 1.3	14.99	14.99

3.5 DS DD
Disk

ACE APRIL

BEST BYTE ORDER FORM

MICRO	ITEM	AMOUNT
TOTAL £		

Customer No (if known):

Name:

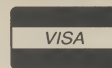
Address:

Method of payment: ☐ P.O. ☐ Cheque

To order send this form with cheque/P.O. payable to "Best Byte" to the address below.
Mail Order only. Overseas orders add £1.50 per item, outside Europe add £3.00 per item for Air Mail.
BEST BYTE (DEPT ACE 16) 2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG



**NOW
TAKEN**



Dept ACE

6 Hope Street, Hanley, Stoke-on-Trent

Tel: 0782 575043 (10 lines)

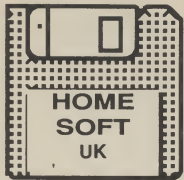
SPECTRUM SALE	SPECTRUM SPECIAL OFFERS	SPECTRUM SPECIALS	C64 SPECIALS	C64 SPECIALS	C64 SPECIALS
Double Dragon 6.50	Nebulus 3.50	Crazy Cars 6.50	Double Dragon 6.50	Big Sneeze 1.99	Biggles 1.00
R Type 6.99	Leaderboard 2.99	Fire and Forget 6.50	Afterburner 6.75	Delta 3.50	Killed Until Dead 2.99
Afterburner 6.99	Basil Mouse Detective 1.50	Spy v Spy Trilogy 3.95	Robo Cop 6.50	Nightmare 2.99	Sentinel 2.99
Robo Cop 6.75	Ninja Hamster 1.99	Sentinel 2.99	R Type 6.50	Leaderboard 2.99	Sidewise 2.99
Batman II 6.75	Lords of Midnight 1.99	Hysteria 2.99	Operation Wolf 6.50	Legions of Death 2.99	Tigers in the Snow 2.99
Operation Wolf 6.75	Wolf Man 2.99	Rygar 2.99	Emlyn Hughes Soccer 6.50	Flying Shark 2.99	IK+ (Special Offer) 1.99
Skate or Die 6.99	Yeti 2.99	Rebel 1.99	720° 2.99	Karnov 2.99	Trantor 2.99
Skateball 6.99	Enduro Racer 2.99	The Big Sneeze 2.99	Starglider (Special Offer) 2.99	Mask II 2.99	Starglider 2.99
S.D.I (Save 50%) 4.95	Knightmare 2.99	Oink 1.99	Techno Cop 6.99	Bedlam 2.99	Super Sprint 2.99
Dragon Ninja 6.50	Guadal Canal 1.99	Mag Max 2.99	Tiger Road 6.99	Rampage 2.99	Winter Olympiad 88 3.95
Tracksuit Manager 6.50	Ancient Battles 9.95	Frightmare 2.99	Black Tiger 6.99	Octopolis 2.99	Super Hang On 3.95
Gunship 6.50	Super Sprint 1.99	Fire Fly 2.99	Black Lamp 2.99	Quedex 3.50	Quartet 2.99
Game Set and Match II 8.95	IK+ (Special Offer) 1.99	Flunky 1.99	Led Storm 6.99	Hunters Moon 3.50	Rygar 2.99
The In Crowd 9.95	Leviathan 1.50	Waterloo 3.95	Wec Le Mans 6.50	Little Computer People 1.99	Road Runner 2.99
Savage 6.00	Quartet 1.99	Champ Sprint 2.99	G I Hero 6.75	Night Games II 2.99	Ramparts 1.00
We Are The Champions 6.95	Giants 9.50	West Bank 1.99	Dynamic Duo 6.75	Indiana Jones 2.99	North Star 2.99
Cyberoid II 6.00	Ikari Warriors 5.50	Yogi Bear 1.99	Motor Massacre 6.99	A View To A Kill 1.75	Andy Capp 2.99
Road Blasters 6.25	Laser Squad 6.75	Blood Valley 2.99	Skateball 6.99	Mean City 1.99	Bobsleigh 2.99
Tiger Road 6.50	Black Lamp 2.99	Spitfire 40 3.95	Butcher Hill 6.99	Flunky 1.99	Dan Dare 1.50
Black Tiger 6.50	Dark Sceptre 2.99	Ace of Aces 2.99	Star Trek 6.99	Action Force 2.99	Psycho Soldier 2.99
Fire and Forget 6.50	Magnetron 1.99	Supreme Challenge 8.95	Batman II 6.50	Frankenstein 2.99	Indoor Sports 1.99
Exploding Fist + 5.50	Gothik 2.99	1943 6.50	Western Games 1.99	Jack Nipper II 2.99	Leaderboard Executive 2.99
Crazy Cars 6.50	Savage 6.00	Barbarian (Psychosis) 6.50	Vixen 3.95	Traz 1.75	Football Manager II 4.95
Barbarian II 6.50	Vixen 2.99	Thunderblade 6.50	R-Type 6.50	Legions of Death 2.99	Fire Fly 2.99
F 16 Stealth 7.50	The Fury 2.99	Wec Le Mans 6.75	Karate Ace 5.95	Terramex 2.99	Last Ninja II 7.99
19 Boot Camp 3.95	Rex 6.50	Make A Face 2.99	Night Raider 4.95	Mystery of the Nile 1.99	Microprose Soccer 9.95
California Games 3.95	Venom Strikes Back 2.99	Kids on Keys 2.99	19 Boot Camp 3.95	Enduro Racer 2.99	Grand Prix Circuit 7.50
End Zone 2.50	Nightraider 6.50	Kindercomp 2.99		Slain 2.99	Firefly 1.99
Mega Apocalypse 2.99	Motor Massacre 6.50	Zythum 1.99		Mega Apocalypse 1.99	TKO Knockout 6.99
Ring Wars 5.00	Leaderboard Par III 7.50	BBC Quiz Master 2.99		Psycho Soldier 1.99	Rack 'Em 7.50
					Leaderboard Par 4 7.50
					Delta 2.99

PAY THAT LITTLE EXTRA FOR A FAR BETTER SERVICE

P&P ON ALL ORDERS UNDER £5.00 – 50P, OVER £5.00 P&P FREE (NO OVERSEAS ORDERS PLEASE)

**WE NOW OFFER A FASTER SERVICE THAN EVER BEFORE
ALL ORDERS SENT 1ST CLASS POST.**

ATARI ST	ST SPECIAL OFFERS	ATARI ST	AMIGA SPECIAL OFFERS	AMIGA SPECIAL OFFERS	AMIGA SPECIAL OFFERS
Speedball 14.95	Night Hunter 13.95	The Krystal 19.95	The Krystal 19.95	Obliterator 9.95	Falcon 19.95
GFL Basketball 6.00	Helter Skelter 9.50	Fed of Free Traders 21.95	Cosmic Pirate 15.95	Barbarian 9.95	TV Sports Football 19.95
Falcon 15.95	Kennedy Approach 14.50	20,000 Leagues 12.95	Chuckie Egg 12.95	Terrapods 9.95	Sword of Sodan 19.95
GFL Football 7.00	Inter Karate + 12.95	Under Sea 12.95	Robo Cop 14.95	Sherlock 7.00	Hybris 19.95
Enduro Racer 5.00	Nebulus 13.95	Skate or Die 15.95	Skate or Die 15.95	Plundered Hearts 7.00	Manhattan dealers 12.95
Deja Vu 10.00	North Star 5.00	Custodian 12.95	Prospector 12.95	Leather Goddess 7.00	Arkanoid II 7.00
Killdozers 4.00	Pinball Factory 6.00	Mission Elevator 9.50	Operation Wolf 14.95	Summer Olympiad 7.00	Driller 10.00
Elemental 5.00	Puffys Saga 13.00	Jug 12.95	Sword of Sodan 19.95	Star Ways 3.00	Black Shadow 3.00
Tanglewood 8.00	Paint Works 14.95	Chuckie Egg 12.95	Fed of Free Traders 20.95	Hacker 4.00	Arcade Classics 5.00
Lombard Rally RAC 14.95	Super Huey 5.00	Dungeon Master 14.95	GB Air Rally 9.00	Hacker II 4.00	Bionic Commando 12.00
Crazy Cars II 14.95	Tetris 6.00	Joan of Arc 13.95	Helter Skelter 9.50	Space Station 3.00	Elf 5.00
Afterburner 13.95	Shanghai 5.00	Man Hunted 19.95	Inter Soccer 12.95	Quadrailen 7.00	Empire Strikes Back 12.95
Robo Cop 12.95	Sky Chase 8.00	1943 12.95	Falcon 19.95	Nord & Bert 6.00	Sherlock 7.00
Operation Wolf 12.95	Shuffle Board 3.00	Night Raider 12.95	Marble Madness 10.00	Tracers 8.00	Sky Chase 9.00
R Type 12.95	Perry Mason 6.00	Hostages 14.95	Jigsaw Maniac 3.00	Blackjack Academy 8.00	Strike Force Harrier 6.00
Batman II 12.95	Trantor 5.00		Major Motion 6.00	Phalanx II 6.00	Shooting Star 3.00
Stock Market 7.95	Trauma 3.00	Gato (Special Price) .. 10.95	Out Run 10.00	City Defence 6.00	Super Hang On 15.95
Summer Olympiad 7.95	Strike Force Harrier 7.00	Zynap 12.95	Pinball Wizard 6.00	Ebon Star 7.00	IK+ 15.95
Sun Dog 6.00	Sky Rider 3.00	Jet 24.95	Rocket Ranger 18.95	Galactic Invasion 7.00	Mortville Manor 15.00
Marble Madness 10.00	Double Dragon 12.95	Powerdrome 15.95	Slaygon 6.00	Cogans Run 5.00	Super Man 12.95
Rogue 6.00	Flying Shark 12.99	Heroes of the Lance 16.95	Silicon Dreams 6.00	Flight Path 737 6.00	Growth 7.00
Tracksuit Manager 12.75	GFL Baseball 6.00	Pac Mania 12.95	Gauntlet II 13.95	Diablo 3.00	Speedball 14.95
Gauntlet II 12.95	Fish 12.95	Super Sprint 5.95	Romantic Encounters 10.00	Power Drome 15.95	Pac Mania 12.95
Garfield 12.95	F15 Strike Eagle 9.95	Inter Karate 5.95	Faery Tale Adventure 10.00	Interseptor 15.95	Pac Land 14.95
Supersprint 5.95	Champ Wrestling 5.00	Karate Kid II 6.95	Emerald Mine 6.00	Bureaucracy 7.00	Elite 14.95
Thunderblade 12.95	Clever and Smart 5.00	Solomons Key 5.95	GFL Golf 9.95	Ball Riader 3.00	U.M.S. 14.95
Summer Olympiad 6.95	Bermuda Project 6.00	Leather Goddess 6.95	IK+ 14.95	Battle Chess 15.95	Garfield 13.95
Galdregon's Domain 12.95	Bards Tale 15.45	Planetfall 6.95		Bermuda Project 7.00	Space Quest 8.95
Beyond Zork 9.95	Deja Vu 9.95	I Ludicrous 12.95		Roger Rabbit 16.95	Screaming Wings 7.95
				Thunderblade 12.95	
				California Games 12.95	



Unit 13, Centurion Way Industrial Estate
Leyland, Preston
Tel (0772) 452414



ACCESS/VISA
CARD
HOTLINE
0772-452414

OPEN
Mon-Fri 10am-6pm
Sat 9am-3pm
CALLERS WELCOME

WE HAVE MOVED TO A BIGGER AND BETTER SHOP
TO OFFER YOU BIGGER AND BETTER DISCOUNTS

HOMESOFT (UK) FORMERLY OF PO BOX 49, LEYLAND
OPEN TO THE PUBLIC AS OF MONDAY 16th JAN 89

OPENING OFFERS

Heroes of the Lance	AM	£15.90	ST	£15.90
Falcon (F16)	AM	£17.50	ST	£14.50
Pacmania	AM	£11.50	ST	£11.50
Thunder Blade	AM	£14.90	ST	£12.90
Operation Wolf	AM	£14.50	ST	£11.50
Speedball	AM	£14.50	ST	£14.50
California Games	AM	£11.90		
TV Sports Football	AM	£17.50		
Who Framed Roger Rabbit	AM	£17.50		
Dungeon Master (1mb)	AM	£15.50		
Dragons Lair (1mb)	AM	£35.50		
Rocket Ranger	AM	£17.50		

**IN STOCK
NOW!!**

**MANY MORE OFFERS, NOT ENOUGH SPACE
CALL US TODAY**

New titles will be despatched on
confirmed date of release

New software packs available
Please phone for details.

PERIPHERALS

Competition Pro Extra	Joystick	£11.50
Competition Pro 5000	Joystick	£11.35
Cheetah Mach 1+	Joystick	£9.50
Cheetah 125+	Joystick	£6.30
Cheetah Starfighter	Joystick	£11.50
Konix Speedking	Joystick	£9.70
Quickshot 2+	Joystick	£6.99
Quickshot 2 Turbo	Joystick	£10.55
Magnum	Joystick	£9.30
Konix Navigator	Joystick	£12.50
Konix Speedking	+Autofire	£10.20
Suncom Economy	Joystick	£4.99
3.5" DS/DD disks for 10		£9.50
3.5" DS/DD disks for 50		£47.00
3.5" DS/DD disks for 10 in a case		£10.50
100 Capacity 3.5" Storage Box		£6.90

100 CAPACITY 5.25" STORAGE BOX £4.50
(while stocks last)

100 Cap 3.5" Posso Storage Box	£14.99
3.5" Head Cleaning Disk	£2.50
Twin Joystick Extension Lead	£4.50
Quality Mouse mats	£4.50

AMIGA A500 COMPUTER
With Free modulator & joystick plus tutorial
disk, plus extra disk, plus 5 free games. All for
an incredible **£369.00** excluding P&P

AMIGA A500 + Modulator
Only **£360.00**

AMIGA A500 + Modulator
+ 10 games **£379.00**

ATARI 520 STFM SUPER PACK
Includes 450,000 worth of
software plus a joystick
ONLY £350.00

ATARI 1040 STFM SUPER PACK
Includes 450,000 worth of software
plus a joystick
ONLY £445.00

ATARI 520 STFM EXPLORER PACK
Includes 1mb drive and
no software
ONLY £270.00

AMIGA & MONITOR PACK
A500 Plus High Res Stereo
monitor and software
ONLY £585.00

PHILIPS HI-RES STEREO MONITOR
Model CM8833
ONLY £233.00

COMMODORE HI-RES STEREO MONITOR
Model 1084s
ONLY £253.00

CUMANA 1MB EXTERNAL DRIVE
With Enable/Disable switch
for AMIGA
ONLY £95.00

CUMANA 1MB EXTERNAL DRIVE
With built in PSU for ATARI ST.
ONLY £95.00

COMMODORE AMIGA A500

ATARI 520STFM

NEW IMPROVED PACKS - LOWER PRICES

PACK A	PACK B	PACK C	PACK D	PACK A	PACK B	PACK C
Amiga A500 Mouse Controller Workbench Workbench Extras Very First Disk Owners Handbook Basic Manual, Modulator ONLY £369.95	Amiga A500 Mouse Controller, Workbench Workbench Extras Very First Disk Owners Handbook Basic Manual, Modulator Five Game Pack ONLY £379.95	Amiga A500 Mouse Controller, Workbench Workbench Extras Very First Disk Owners Handbook Basic Manual, Modulator Ten Game Pack ONLY £389.95	Amiga A500, Mouse, Workbench, Extras Disk, Joystick, Five P.D. Disks, Tutor Disk, Handbook, Disk Box Holds 100, Basic Manual, Philips CM8833, Colour Monitor, Ten Game Pack ONLY £599.95	Atari 520STFM Built in 1mb Drive Mouse Controller 21 Game Software Pack Business Organiser Owners Handbook Joystick ONLY £359.95	Atari 520STFM With All Items in Pack A Plus!! Mouse Mat Disk Box For 100 Disks Ten Blank Disks Twin Joystick Lead Computer Cover ONLY £389.95	Atari 520STFM With All Items in Pack A Plus!! A Philips CM8833 Colour Monitor ONLY £569.95

**PLUS!! PAY IN CASH OR BY CHEQUE (NOT CREDIT CARDS) ON ANY OF THE ABOVE AMIGA PACKS
AND WE WILL GIVE YOU 10 BLANK DISKS AND A MOUSE MAT. ALL AMIGA PRICES INCLUDE
COURIER NEXT DAY DELIVERY.**

Plus Free!! Only From Mail Centa - A Superb Software Starter Pack Comprising:
First Word Wordprocessor, Spreadsheet, Word Count Program, Spellchecker Program,
Mono Monitor Emulator, Database, Neochrome Drawing Package, Towers of Hanoi Game,
Pacman, Fruit Machine Simulation, Sensori Musical Game.

JOYSTICKS AND PERIPHERALS

Quality Mouse Mat	Special Offer Philips CM8833 Colour Monitor Inc Lead	Star LC10 Dot Matrix Printer	Star LC10 Colour Printer	Amstrad DMP 2160 Dot Matrix Printer	Cumana CSA 354 1mb ST Disk Drive	Triangel 1mb ST Disk Drive	Cumana CAX354 Amiga Disk Drive	Cumana ST 5.25" Disk Drive	Twin Joystick Extension Lead	520STFM Vinyl Computer Cover	10 Blank 3.5" D. Sided Disks
£4.95	£219.95	£199.95	£259.95	£159.95	£99.95	£109.95	£99.95	£139.95	£5.95	£5.95	£10.95

Competition Pro 5000 Extra Joystick.....£13.95	Euromax Micro Ace Joystick.....£11.95	Scoop Purchase 1MB Atari ST Disc Drive Quality NEC Mechanism Only £79.95	Twin Joystick Extension Lead.....£5.95	Special Offer BASF/Sony Double Sided Double Density 3.5" Discs £14.95 Per Box 10
Competition Pro 5000 Clear Joystick.....£13.45	Cheetah 125 + Joystick.....£6.95		Mouse Mats (Blue).....£4.95	
Competition Pro 5000 Black Joystick.....£12.95	Konix Speedking Joystick.....£10.95		Vinyl Covers (Cream With Blue Trim) Atari 520STFM Keyboard Cover.....£5.95	
Euromax Profes. Pistol Grip Joystick.....£11.95	Euromax Arcade Joystick.....£15.95		Amiga A500 Keyboard Cover.....£6.95	
Euromax Professional Plus Joystick.....£15.95	Elite Pistol Grip Joystick.....£10.95		Philips CM8833 Monitor Cover.....£6.95	
Euromax Professional Joystick.....£13.95	Cruiser Clear Joystick.....£10.95		Panasonic KXP Printer Cover.....£4.95	
Euromax Elite Blue/Yellow.....£9.95	Ram Delta Joystick.....£8.95		Quality Disk Box Holds 100.....£11.95	

16 BIT SOFTWARE

Atari ST	Atari ST	Atari ST	Atari ST	Commodore Amiga	Commodore Amiga	Commodore Amiga	Commodore Amiga
Elite.....£16.95	Chronoquest.....£20.95	Zynaps.....£14.95	Xenon.....£13.95	Capone.....£20.95	P.O.W.....£13.95	Ferrari Formula 2.....£17.95	Alternate Reality.....£13.95
5 Star Compilation.....£16.95	Flying Shark.....£13.95	Football Man 2.....£13.95	Star Glider 2.....£16.95	Pacmania.....£13.95	Hostages.....£16.95	Bards Tale 1.....£17.95	Battlechess.....£16.95
Powerdrome.....£16.95	STOS.....£20.95	Super Hang On.....£13.95	Rambo 3.....£13.95	Test Drive.....£17.95	Bards Tale 2.....£17.95	Return To Atlantis.....£17.95	Marble Madness.....£13.95
Batman.....£13.95	Pacmania.....£13.95	Double Dragon.....£13.95	Times Of Lore.....£16.95	Chessmaster 2000.....£17.95	Interceptor.....£17.95	Ikan Warriors.....£16.95	Fusion.....£17.95
Zany Golf.....£16.95	Degas Elite.....£17.95	Chessmaster 2000.....£17.95	Dungeon Master.....£16.95	TV Sports Football.....£20.95	Elite.....£16.95	Whirlygig.....£13.95	Starflight 1.....£17.95
Eliminator.....£15.95	Ingrids Back.....£13.95	Gunship.....£16.95	Baal.....£13.95	Virus.....£13.95	Dragon's Lair (1 MB).....£32.95	Empire.....£17.95	Daley Thompson.....£16.95
Afterburner.....£14.95	Munsters.....£13.95	President/Missing.....£16.95	Shadowgate.....£16.95	Lancelot.....£13.95	Bermuda Project.....£16.95	Bermuda Project.....£16.95	Terraplane 2.....£16.95
Helter Skelter.....£10.95	Bombobal.....£16.95	F16 Falcon.....£16.95	Firezone.....£16.95	Menace.....£13.95	Chronoquest.....£20.95	Corruption.....£16.95	Starglider 2.....£16.95
Lancelot.....£13.85	Flight Sim 2.....£27.95	Captain Blood.....£16.95	Crazy Cars 2.....£13.95	Obolator.....£16.95	Carrier Command.....£16.95	Legend Of Sword.....£16.95	Jap. Scenery.....£13.95
R Type.....£14.95	Jel.....£27.95	Captain Fizz.....£10.95	Special Offers	Flight Simulator 2.....£27.95	Jet.....£27.95	Euro Scenery.....£13.95	Leaderboard Birdie.....£18.95
Hostages.....£16.95	Lombard RAC Rally.....£16.95	Operation Wolf.....£13.95	Hardball.....£7.95	Bombobal.....£16.95	Fernandez Must Die.....£16.95	Space Racer.....£13.95	Rocket Ranger.....£20.95
Purple Saturn Day.....£16.95	Jap. Scenery.....£13.95	Virus.....£13.95	Indiana Jones.....£7.95	Captain Blood.....£16.95	Lombard RAC Rally.....£16.95	Instant Music.....£17.95	Bombjack.....£16.95
Menace.....£13.95	Leaderboard Birdie.....£15.95	Puffy's Saga.....£13.95	Strike Force Harrier.....£9.95	Speedball.....£16.95	Double Dragon.....£13.95	Thundercats.....£16.95	Starry.....£16.95
Triad.....£20.95	Carrier Command.....£16.95	Night Hunter.....£16.95	Bermuda Project.....£10.95	Purple Saturn Day.....£16.95	Thunderblade.....£15.95	Quadralien.....£13.95	

--SPECIAL OFFER : ORDER ANY 2 OF THE ABOVE TITLES AND DEDUCT £1.00 OFF OF EACH ONE (THIS OFFER IS NOT AVAILABLE TO CALLERS) --

Access

MAIL - CENTA

17 CAMPBELL ST, BELPER, DERBY, DES 1AP. TEL: 0773 826830

ALL prices include VAT and delivery. However for orders under £5.00 Please add 50p handling charge
Personal callers welcome but bring this advert as prices may vary. All items dispatched same day. Whenever possible. Proprietor M. Bridges



SOLUTION TO ACE PUZZLE No11

The first correct entry out of the sack came from Stephen Lodge of Horbury, near Wakefield, who wins £25 worth of software for his micro.

ANSWER: The palindromic cube 10662526601 has a cube root of 2201, a number which is not itself palindromic. It is the only such pair of values so far discovered. All other palindromic perfect cubes have cube roots that are palindromes also.

Solution: The difficulty in solving this problem on most micros is that the arithmetic capacity of the machine is soon exceeded. For example, if the upper limit which can be handled has nine digits the largest cube that can be evaluated accurately is 997002999 - the cube of 999. Any values in excess of this are rounded by the computer and are given in exponential form. For instance, the cube of 1234 would be given as 1.8790809E, the PRECISE value having been lost. Consequently, it is impossible to determine if the value is palindromic or not as we need to know the exact value. The value of 110011 cubed, given in the question, should have indicated that some higher cubes were likely to be involved.

Fortunately, this difficulty can be overcome by performing the calculations using STRING variable rather than numeric variables. This is not as odd as it sounds! In the program listing the actual multiplication is done in the subroutine at line 1000. Before going to this subrou-

tine the program defines two variables, the STRING variable C\$ and the NUMERIC variable N. The number held in C\$ is multiplied, digit by digit, by variable N, and the resulting product is 'built up' into variable P\$. An additional variable 'carry' is used to hold intermediate values in the multiplication which are greater than 9. Before returning from the subroutine the product is transferred back to variable C\$. By the use of the double GOSUB in line 30 the cube of any number (in variable N) can be calculated even though it may compromise of more than 9 digits. In this way, each cube in turn (starting with an initial value of N of 11) can be calculated. This cube so found must then be tested to determine if it palindromic. This is done by first reversing the order of digits in the string in the subroutine at line 2000. Before going to this routine the string to be 'reversed' must first be transferred to variable Z\$ (line 70). The variable returned by the subroutine (R\$) contains the reversed digits. In the case of a palindromic number R\$ will be the same as the original Z\$. As we are only interested in palindromic cubes any non-palindromes are rejected and the next value is taken (line 60). Once a palindromic cube has been computed it is then necessary to determine if its associated root is

palindromic or not. The subroutine at 2000 is used again except that this time it is the root (N\$) which is tested. If this results in a non-palindromic root, the program execution ends with an appropriate message (line 80).

THE LISTING

```
10 N=11
20 N$=STR$(N):C$=N$
30 GOSUB 1000:GOSUB 1000
40 PRINT N$;" ";C$;
50 Z$=C$:GOSUB 2000
60 IF R$=Z$ THEN PRINT" (P) "ELSE
PRINT:GOTO 90
70 Z$=N$:GOSUB 2000
80 IF R$<>Z$ THEN PRINT"NON-PALINDROMIC
ROOT IS SHOWN ABOVE":END
90 N=N+1:GOTO 20
1000 CARRY=0:P$=""
1010 FOR F=LEN(C$) TO 1 STEP -1
1020
V=VAL(MID$(C$,F,1))*N+CARRY:CARRY=0
1030 IF V>9 THEN CARRY=INT(V/10):V=V-
CARRY*10
1040 P$=STR$(V)+P$
1050 NEXT
1060 IF CARRY<>0 THEN
P$=STR$(CARRY)+P$
1070 C$=P$:RETURN
2000 R$=""
2010 FOR F=1 TO LEN(Z$)
2020 R$=MID$(Z$,F,1)+R$
2030 NEXT:RETURN
```

NOTE: This listing should run on any micro capable of using MicroSoft BASIC.



MEDUSA

01- 803 0893

55 HARROW DRIVE, EDMONTON, LONDON N9 9EQ

Computers

Atari 520 STFM (1Mb Drive) + Game£269.95
Atari 1040 STFM Professional Pack£419.95
Amiga 500 + Modulator + £230 of Software£369.95
Amstrad PC's£Phone

SPECIAL OFFER 1:- Purchase any software from us and for only an extra 99p receive a Public Domain Disc (ST or Amiga only) of your choice. D/S disc alone worth more - Our nothing to lose deal - ends 31/3/89.

Please State a) Demo's b) Classic Games c) Music d) Adventure

	SPEC		Comm		AMS			ST	AMIGA
	Cass	Disk	Cass	Disk	Cass	Disk		13.50	16.50
Afterburner	6.99	D2	6.99	D2	6.99	D2	Afterburner	13.50	16.50
Barbarian II	6.99	D2	6.99	D2	6.99	D2	Baal	11.99	11.99
Butcher Hill	6.30	D1	6.99	D3	6.99	D3	Barbarian II	11.95	11.95
Carrier Command	9.99	D2	9.99	D3	9.99	D4	Batman	11.95	14.90
Cyberoid II	6.30	D1	6.99	D3	6.99	D2	Captain Blood	14.90	14.90
Daley Thompson	6.50		6.50		6.50		Carrier Command	14.90	14.90
Double Dragon	6.99	D2	6.99	D2	6.99	D2	Crazy Cars II	11.99	14.90
Dragon Ninja	6.30	D1	6.99	D2	6.99	D2	Cyberoid	13.50	16.50
Gold Silver Bronze	9.99	D4	9.99	D5	9.99	D5	Double Dragon	11.95	11.95
Last Ninja II	8.75	D1	8.75	D1	8.75	D1	Driller	14.90	14.90
1943	6.50	D1	6.99	D2	6.99	D2	Dungeon Master	14.90	16.50
Giants	8.75		8.75		8.75		Daley Thompson O.C.	11.95	14.90
LED Storm	6.30		6.99		6.99		Eliminator	13.50	13.50
19 Boot Camp	6.99		6.99	D1	6.99	D1	Elite	14.90	14.90
Netherworld	6.50	D1	6.50	D2	6.50	D2	FOFT	18.90	18.90
Operation Wolf	6.50	D2	6.99	D2	6.99	D3	Hostages	14.90	14.90
Rambo III	6.30	D2	6.99	D2	6.99	D2	Kristal	18.90	18.90
Robocop	6.50	D2	6.50	D2	6.50	D2	Lombard RAC Rally	14.90	14.90
R-Type	6.50	D2	6.50	D2	6.50	D2	Operation Wolf	11.95	14.90
Street Fighter	6.99		6.99	D2	6.99	D2	Pac-Mania	11.95	11.95
Supreme Challenge	8.50	D3	8.50	D3	8.50	D3	Paperboy	11.95	14.90
Taito Coin-Op	8.75		8.75	D4	8.75	D4	Purple Saturn Day	14.90	14.90
Technocop	6.50	D1	6.99	D3	6.99	D3	Rambo III	11.95	14.90
The Munsters	6.99		6.99		6.99		Robocop	11.95	14.90
Thunderblade	6.50	D1	6.99	D3	6.99	D3	Rocket Ranger	N.A	18.90
Tiger Road	6.50	D1	6.99	D3	6.99	D3	Starglider II	13.50	14.00
Track Suit Manager	6.99		6.99		6.99		STOS	19.50	N.A
Typhoon	5.50	D2	6.50	D2	6.50	D2	Super Hang On	11.95	N.A
WEC Le Mans	6.50	D2	6.50	D2	6.50	D2	SDI	11.95	N.A
							Thunder Blade	13.50	16.50
							Triad Compilation	18.90	18.90
							Virus	11.95	11.95
							Speedball	14.90	N.A

D1 = £9.99 D2 = £10.99 D3 = £11.50 D4 = £12.50 D5 = £14.99

Prices subject to change without prior notice - E&OE - 24 hr Delivery Service by 1st class post (According to availability) - All prices inc VAT and P&P. Mail order only - No Callers. Cheques / P.O's Payable to:- Medusa Computers

13 CASTLE AVE., ROTHERHAM, S.YORKS. S60 2JN



ENTRANCE

SECONDHAND SOFTWARE

ALL ORIGINALS
FROM ONLY
50p each
ASK FOR A
FULL LIST

P&P FREE
IN U.K.

AT LEAST
20% OFF

FULL PRICED
* TITLES! *

Budget Games
£1.80 & £2.60

BARGAIN
BASEMENT

GAMES
from
ONLY
99p

EXTRA
SAVINGS
on
NEW
RELEASES

ALL
COMPUTERS
CATERED
FOR

100's of Titles in Stock
Send large S.A.E.
for FREE CATALOGUE
(please specify computer)

POST
NO
BILLS

JOYSTICKS
FROM £4.50

TEL : ROTHERHAM (0709) 829286

Retail Cash And Carry
42-44 Millbrook Road East
Southampton
Personal Callers Welcome

MEGALAND

Tel: 0703 332225
or 0703 330544

OFFER ACE 1
Cumana Cas 354
Amiga Drive
Own P.S.U.
£115 inc VAT

OFFER ACE 5
Star LC 10
£195 inc VAT

COMMODORE PC 1 SPECIALS

OFFER ACE 2
COMMODORE PC 1
HIGH RES MONO
ABLE-1 SOFTWARE
£309 Inc VAT

OFFER ACE 3
COMMODORE PC 1
C.G.A. COLOUR MON
ABLE-1 S/W
£425 Inc VAT

OFFER ACE 6
Epson LX800
SPECIAL LOW PRICE
£149 +VAT

OFFER ACE 7
Philips 8833 Monitor
£229 Inc VAT

OFFER ACE 4
Phone For Catalogue
on **MEGASOFT**
Software Club

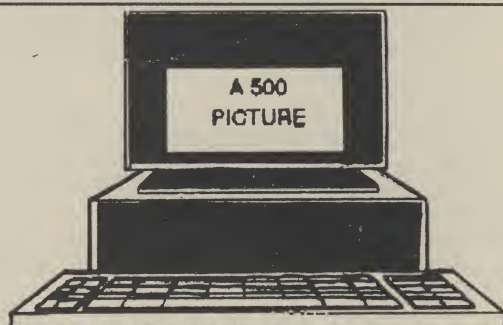
DRAGONS LAIR
For **AMIGA**
£ PHONE

CRAZY PRICES ONLY £399 INC VAT MEGALAND TOP TEN
YOU SELECT 10 OF OUR SUPER TITLES FROM THE LIST PLUS AN AMIGA

Amiga SPECIAL PACKS

Select Any 10 Games

Backlash / Karate Kid II
Gold Runner / Wizball
Star Goose / Platoon
Int Soccer / Hellbent
Gold Runner / Las Vegas
Demolition / Grid Start
Winter Olympiad / Photon Paint
Quadrailan / Sky Fighter
Strike Force Harrier
Joystick / 4 PD Disks



FREE DELIVERY ON THIS OFFER

A500 Inc TV Mod,
Tutorial Disk
Mouse, 1 MB Drive
Workbench 1.3
Extra's 1.3
If Requested
Please Phone

SPECIAL EXTRA'S

Aegis Sonix add £20
Carrier Command add £8
Dragons Lair add £15
The Works add £35

OFFER ACE 8

Star LC 10 Commodore
£179 Inc VAT
Star LC10 Col Commodore
£199 Inc VAT

AMIGA B 2000 1084S or 8833 Monitor £1399 + VAT
B2000XT B/Board, PC Controller, Hard Diskdrive

B2000£839+VAT
XT B/Board£399+VAT
20 MB Hard/D£199+VAT
2nd Drive 31/2£75 +VAT
Philips 8833£199+VAT

Vision V4200£169+VAT
8MB RAM/B£499+VAT
XT B/Board£399+VAT
Int Genlock£179+VAT
At B/Board (IN STOCK) **£745**

OFFER ACE 9

C64 1581 31/2 D/Drive
£149 Inc VAT

EXCLUSIVE MEGALAND MONITOR OFFER

For a limited period when you order your **AMIGA** you can purchase a **PHILIPS 8833 Stereo Monitor** for **ONLY £199 INC VAT** or a **VISION V4200** (Made by Philips) Colour Monitor **£179 INC VAT** (Similar to Commodore 1084)

ATARI SUPER PACK

21 Top Games Titles Plus Organiser Software - Word Processor, Database, Spreadsheet *Worth £450*

ONLY £299 + VAT

OFFER ST 1

Atari 520 STFM
1 MB Drive
Explorer Pack
£225 + VAT

OFFER ST 2

Atari 520 STFM
1MB Drive
Explorer Pack
SM 124 Mono Monitor'
£324 + VAT

OFFER ST 4

Atari 1040 STFM
+ TV Mod
+ SM 124 Mono Monitor
£429 + VAT

OFFER ST 3

Atari 1040 STFM
Inc TV Modulator
£329 + VAT

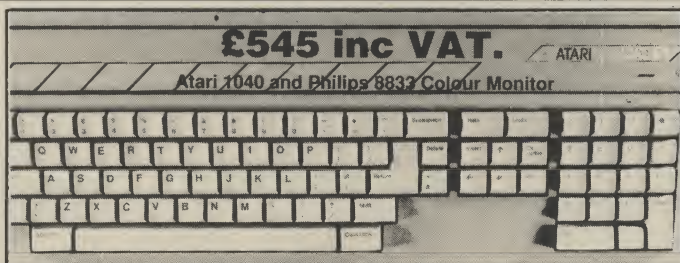
PRINTERS

Star LC10£195 inc VAT
Star LC10 Col£249 inc VAT
COMPLETE STAR RANGE IN STOCK
Juki 6000 D/Wheel£129 + VAT
NEC 2200 24 pin£299 + VAT
Okimate 20£119 + VAT
Epson LX800£149 + VAT

CANON A 60 18 PIN
£199 INC VAT

A Much Wider Range
Of Printers Stocked

Please Phone For Details



DRIVES

SLM804 Laser Printer ..£949+VAT
SM 205 Hard Disk£469+VAT
Triangle 20 MB Hard Disk.£415+VAT
Triangle 40 MB Hard Disk.£579+VAT

Cumana CSA 354£99 inc VAT
Cumana CDA 358£199+VAT
Cumana 1MB 5 1/4.....£115+VAT
External 2nd Drives... From £85 inc VAT

BOOKS

ST Programmers Reference£14.95
ST Machine Language£14.95
ST Tricks & Tips£14.95
ST Basic Training Guide.....£12.95
ST Intro To Midi Programming.£14.95
ST 3D Graphics£16.95
ST Disk Drives-Inside & Out ...£16.95
ST Internals£14.95
Atari Basic Source Book£9.95
Concise ST68000 Ref Guide Ver 2 ..£9.95
First Steps in 68000 ASS Language.£9.95
GFA Basic Adv Programming.£11.95
Using ST Basic On The Atari.....£5.95

DISKS

3.5 D/S/ D/D Bulk£1.40 Each Inc VAT 10 * 3.5 D/S D/D in Lockable D/Box£29.95 Inc VAT

We Are Pleased To Announce Our New Service And Repair Centre. Phone For Details

Retail Cash And Carry
42-44 Millbrook Road East
Southampton
Personal Callers Welcome

MEGALAND

Tel: 0703 332225
or 0703 330544

ACE AMIGA EXCLUSIVE

MEGASOFT

**SOFTWARE CLUB
INTRODUCTORY BARGAINS**

Club Membership Costs £20 per year. Special Offer Valid Only For Orders Placed Before The End Of March 89 will include MEMBERSHIP FOR ONLY £5.

ACE PACK A

Winter Olympiad£24.95
Grid Start£14.95
Megasoft Club£20.00

Total£59.90

SPECIAL INTRO PRICE £19.95

ACE PACK D

Spitting Image£19.95
Winter Olympiad£24.95
Megasoft Club£20.00

Total£64.90

SPECIAL INTRO PRICE £22.99

ACE PACK B

Wizball£24.95
Carrier Command£24.95
Megasoft Club£20.00

Total£69.90

SPECIAL INTRO PRICE £24.99

ACE PACK E

Wizball£24.95
Platoon£24.95
Megasoft Club£20.00

Total£69.90

SPECIAL INTRO PRICE £24.95

ACE PACK C

International Soccer£19.95
Karate Kid II£24.95
Megasoft Club£20.00

Total£64.90

SPECIAL INTRO PRICE £22.99

ACE PACK F

Winter Olympiad£24.95
Skyfighter£14.95
Megasoft Club£20.00

Total£59.90

SPECIAL INTRO PRICE £19.99

ACE BONUS PACK AA FREE MEMBERSHIP

Wizball£24.95 Platoon£24.95
Spitting Image£19.95
Carrier Command£24.95 Grid Start£14.95

Free Club Membership Total £129.75

SPECIAL INTRO PRICE £49.99

ACE BONUS PACK BB FREE MEMBERSHIP

Dragon's Lair£44.95 Int Soccer£19.95
Carrier Command£24.95 Wizball£24.95

Star Goose£24.95

Free Club Membership Total £159.75

SPECIAL INTRO PRICE £69.99

ACE PACK G

Winter Olympiad£24.95
Wizball£24.95
Megasoft Club£20.00

Total£69.90

SPECIAL INTRO PRICE £19.99

ACE PACK H

Hellbent£19.95
Gold Runner£24.95
Megasoft Club£20.00

Total£64.90

SPECIAL INTRO PRICE £19.99

ACE PACK I

Quadralien£24.95
Karate Kid II£24.95
Megasoft Club£20.00

Total£69.90

SPECIAL INTRO PRICE £24.99

ACE PACK J

Photon Paint£69.95
Club Membership£20.00
Total£89.95

SPECIAL INTRO PRICE £24.95

ACE PACK K

Aegis Sonix£69.99
Club Membership£20.00
Total£89.95

SPECIAL INTRO PRICE £24.95

ACE PACK L

Amiga TV Modulator
CLUB PRICE £15.99

ACE PACK M

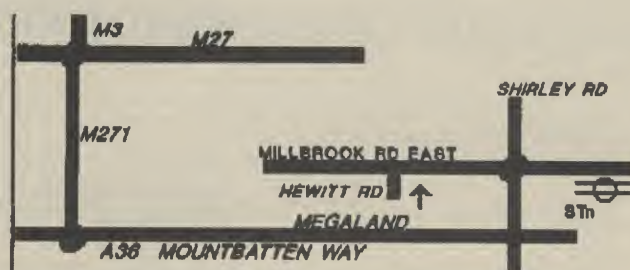
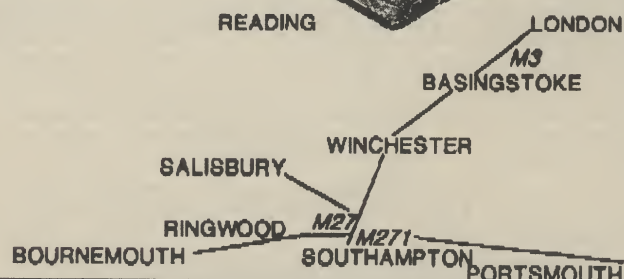
FANTASTICK JOY STICK
CLUB PRICE £4.99

ACE PACK N

10 * 3 1/2 D/S D/D Disks
CLUB PRICE £12.99



STAR LC10CCL 64/128 VERSION Colour £199 inc VAT
STAR LC10C 64/128 VERSION £179.95 inc VAT



Approach via M3. Take M271 towards town, turn left onto Mountbatten Way. Before Station, turn left towards Shirley Road. After 50 yards left into Millbrook Road MEGALAND is 250 yards on the left. 3 minutes walk from Station.

THE GAMES SHOPPE

MAIL ORDER COMPUTER SOFTWARE

	Sp	C-64	Am		ST	Amiga
Afterburner.....	7.50	7.50	7.50	1943	13.95	16.95
Batman	6.95	7.50	7.50	Action Service	13.95	13.95
Command Performance	9.75	9.75	9.75	Afterburner	16.95	16.95
Dragon Ninja.....	6.95	7.50	7.50	Bombuzal	13.95	13.95
Four Soccer Simulator	6.95	7.50	7.50	Circus Games	16.95	16.95
Game Over II	6.95	6.95	6.95	Double Dragon	13.95	13.95
Giants	10.95	10.95	10.95	F16 Falcon	16.95	20.95
Guerilla War	6.95	7.50	7.50	Fish	16.95	16.95
Heroes of the Lance	7.50	7.50	7.50	Garfield.....	13.95	16.95
Incredible Shrinking Sp.....	7.50	7.50	7.50	Guerilla War	13.95	16.95
LED Storm	6.95	7.50	7.50	Heroes of the Lance	16.95	16.95
Live and Let Die.....	7.50	7.50	7.50	Hotball	16.95	16.95
Operation Wolf	6.95	7.50	7.50	Live and Let Die	13.95	16.95
Pacmania	6.95	7.50	6.95	Operation Wolf	13.95	16.95
Pepsi Mad Mix	6.40	6.40	6.40	Pacmania	13.95	13.95
Puffy's Saga	6.95	6.95	7.50	Powerdrome	16.95	16.95
R-Type	7.50	7.50	7.50	Purple Saturn Day	16.95	16.95
Return of the Jedi	7.50	7.50	7.50	R-Type	13.95	16.95
Robocop	6.95	7.50	7.50	Rambo III.....	13.95	16.95
SDI	7.50	7.50	7.50	Return of the Jedi	13.95	16.95
Space Racer	6.95	7.50	7.50	Space Racer	13.95	13.95
Spitting Image	7.50	7.50	7.50	Spitting Image	13.95	13.95
Superman	6.95	7.50	7.50	Superman.....	16.95	16.95
Taito Coin Ops	9.75	9.75	9.75	The Munsters	13.95	13.95
The In Crowd	9.75	9.75	9.75	The President is Missing	16.95	16.95
Thunder Blade	6.95	7.50	7.50	Thunder Blade.....	13.95	16.95
Tiger Road	6.95	7.50	7.50	Tiger Road	13.95	13.95
Total Eclipse	7.50	7.50	7.50	WEC Le Mans	13.95	16.95
Track Suit Manager	7.50	7.50	7.50	Weird Dreams	16.95	16.95
Typhoon	6.40	6.95	6.95	Zany Golf	16.95	16.95

8 bit machines - disc prices on request
Prices include postage & packing and VAT
All items subject to availability

Normally same day despatch of goods in stock but please allow 7 days
Please make all cheques/PO's payable to:

THE GAMES SHOPPE

4 MAGGOTS NOOK ROAD, RAINFORD, ST HELENS, WA11 8PL
★ Remember to state type of computer ★



**ALL OUR PRICES INCLUDE
CARRIAGE & VAT**

**HSV COMPUTER SERVICE
LIMITED (ACE)**

**23 Hampstead House,
Town Centre,
Basingstoke RG21 1LG**

DISKS CERTIFIED WITH LIFETIME GUARANTEE

			QUANTITY	10	20	30	40	50	100
3 1/2"	SS/DD	135TPI	7.95	15.50	22.50	29.25	35.50	69.95	
	DS/DD	135TPI	8.95	17.50	25.50	33.25	40.50	79.95	
			QUANTITY	25	50	75	100	200	
5 1/4"	DS/DD	48TPI	8.95	16.50	23.25	29.95	57.95		
	DS/QD	96TPI	9.50	17.95	25.50	32.95	63.95		

All 5 1/4 " Disks supplied with write protect tabs, labels and envelopes
and come with our no quibble money back guarantee.



**Credit Card Hotline (0256) 463507
Faxline (0256) 841018**



Orders under £8 carry a small order charge of £2.

AMIGA

	RRP	SRP	RRP	SRP	RRP	SRP	RRP	SRP
AFTERBURNER	49.94	24.98	54.94	24.94	54.98	25.98	44.98	24.98
BAAL	44.90	20.96	49.90	20.92	49.94	21.96	39.94	20.96
BATMAN	49.90	23.46	54.90	23.42	54.94	24.46	44.94	23.46
BATTLECHESS	49.90	24.96	54.90	24.92	54.94	25.96	44.94	24.96
CAPTAIN FIZZ	39.90	18.46	44.90	18.42	44.94	19.46	34.94	18.46
CRAZY CARS 2	49.94	22.48	54.94	22.44	54.98	23.48	44.98	22.48
DRAGON'S LAIR (1 MEG)	69.90	34.96	74.90	34.92	74.94	35.96	64.94	34.96
DUNGEON MASTER (1 MEG)	49.94	23.48	54.94	23.44	54.98	24.48	44.98	23.48
ELITE	49.90	22.46	54.90	22.42	54.94	23.46	44.94	22.46
ELIMINATOR	44.94	15.98	49.94	15.94	49.98	16.98	39.98	15.98
F16 FALCON	54.94	24.98	59.94	24.94	59.98	25.98	49.98	24.98
FED OF FREE TRADERS	54.90	27.98	59.90	27.94	59.94	28.98	49.94	27.98
FISH!	49.90	22.46	54.90	22.42	54.94	23.46	44.94	22.46
FOOTBALL MANAGER 2	44.90	19.96	49.90	19.92	49.94	20.96	39.94	19.96
FREEDOM	44.90	19.96	49.90	19.92	49.94	20.96	39.94	19.96
GALDREGON'S DOMAIN	44.90	19.96	49.90	19.92	49.94	20.96	39.94	19.96
HEROES OF THE LANCE	49.94	24.98	54.94	24.94	54.98	25.98	44.98	24.98
HOSTAGES	49.90	22.46	54.90	22.42	54.94	23.46	44.94	22.46
HYBRIS	51.90	24.96	56.90	24.92	56.94	25.96	46.94	24.96
JOAN OF ARC	49.94	24.98	54.94	24.94	54.98	25.98	44.98	24.98
KRYSTAL	54.94	24.98	59.94	24.94	59.98	25.98	49.98	24.98
LOMBARD RAC RALLY	49.90	22.46	54.90	22.42	54.94	23.46	44.94	22.46
MENACE	44.90	20.96	49.90	20.92	49.94	21.96	39.94	20.96
PACMANIA	44.90	19.96	49.90	19.92	49.94	20.96	39.94	19.96
PURPLE SATURN DAY	49.90	22.46	54.90	22.42	54.94	23.46	44.94	22.46
R-TYPE	49.94	24.98	54.94	24.94	54.98	25.98	44.98	24.98
ROBOCOP	49.90	23.46	54.90	23.42	54.94	24.46	44.94	23.46
ROCKET RANGER	54.94	25.98	59.94	25.94	59.98	26.98	49.98	25.98
SPEEDBALL	49.94	23.48	54.94	23.44	54.98	24.48	44.98	23.48
STARGLIDER 2	49.90	22.46	54.90	22.42	54.94	23.46	44.94	22.46
SUPER HANG ON	49.94	24.98	54.94	24.94	54.98	25.98	44.98	24.98
SWORD OF SODAN	49.94	22.98	54.94	22.94	54.98	23.98	44.98	22.98
TV SPORTS FOOTBALL	54.94	24.98	59.94	24.94	59.98	25.98	49.98	24.98
UNIVERSAL MIL SIMULATOR	49.90	22.46	54.90	22.42	54.94	23.46	44.94	22.46
WEC LE MANS	49.90	23.96	54.90	23.92	54.94	24.96	44.94	23.96

All offers subject to availability. Look out for Myth, only from Official Sources

ATARI ST

	RRP	SRP	RRP	SRP	RRP	SRP	RRP	SRP
BAAL	44.90	20.96	49.90	19.96	39.94	19.96	39.94	20.96
BATMAN	44.90	20.96	49.90	19.96	39.94	19.96	39.94	20.96
CAPTAIN FIZZ	39.90	18.46	44.90	17.46	34.94	17.46	34.94	18.46
COLLOSUS CHESS X	49.94	23.98	44.98	22.98	44.98	22.98	44.98	23.98
CRAZY CARS 2	44.94	19.98	39.98	18.98	39.98	18.98	39.98	19.98
DUNGEON MASTER	49.94	22.48	44.98	21.48	44.98	21.48	44.98	22.48
ELITE	49.90	22.46	44.94	21.46	44.94	21.46	44.94	22.46
F-16 COMBAT PILOT	49.90	23.96	44.94	22.96	44.94	22.96	44.94	23.96
F16 FALCON	49.94	22.48	44.98	21.48	44.98	21.48	44.98	22.48
FED OF FREE TRADERS	54.90	27.98	49.94	26.98	49.94	26.98	49.94	27.98
FISH!	49.90	22.46	44.94	21.46	44.94	21.46	44.94	22.46
FLIGHT SIMULATOR 2	64.94	33.98	59.98	32.98	59.98	32.98	59.98	33.98
FOOTBALL MANAGER 2	44.90	19.96	39.94	18.96	39.94	18.96	39.94	19.96
FREEDOM	44.90	19.96	39.94	18.96	39.94	18.96	39.94	19.96
GALDREGON'S DOMAIN	44.90	19.96	39.94	18.96	39.94	18.96	39.94	19.96
HEROES OF THE LANCE	49.94	24.98	44.98	23.98	44.98	23.98	44.98	24.98
HOSTAGES	49.90	22.46	44.94	21.46	44.94	21.46	44.94	22.46
JOAN OF ARC	44.94	21.98	39.98	20.98	39.98	20.98	39.98	21.98
KRYSTAL	54.94	24.98	49.98	23.98	49.98	23.98	49.98	24.98
LANCELOT	44.90	19.96	39.94	18.96	39.94	18.96	39.94	19.96
LOMBARD RAC RALLY	49.90	22.46	44.94	21.46	44.94	21.46	44.94	22.46
OPERATION WOLF	44.90	20.96	39.94	19.96	39.94	19.96	39.94	20.96
PACMANIA	44.90	19.96	39.94	18.96	39.94	18.96	39.94	19.96
POWERDROME	49.90	24.96	44.94	23.96	44.94	23.96	44.94	24.96
PURPLE SATURN DAY	49.90	22.46	44.94	21.46	44.94	21.46	44.94	22.46
R-TYPE	44.94	21.98	39.98	20.98	39.98	20.98	39.98	21.98
ROBOCOP	44.90	20.96	39.94	19.96	39.94	19.96	39.94	20.96
SPEEDBALL	49.94	23.48	44.98	22.48	44.98	22.48	44.98	23.48
STARGLIDER 2	49.90	22.46	44.94	21.46	44.94	21.46	44.94	22.46
STOS GAMES CREATOR	54.90	25.96	49.94	24.96	49.94	24.96	49.94	25.96
THUNDER BLADE	44.94	21.98	39.98	20.98	39.98	20.98	39.98	21.98
TRACK SUIT MANAGER	44.94	20.98	39.98	19.98	39.98	19.98	39.98	20.98
ULTIMA IV	49.90	24.96	44.94	23.96	44.94	23.96	44.94	24.96
UNIVERSAL MIL SIMULATOR	49.90	22.46	44.94	21.46	44.94	21.46	44.94	22.46
WEC LE MANS	44.90	20.96	39.94	19.96	39.94	19.96	39.94	20.96

SPECIAL RESERVE - THE CLUB THAT OFFERS YOU TWO.....

Pick a pair of games. One from the list down the left side and one from the selection across the top. RRP's are the combined retail prices. SRP's are our total prices for both games including post and packing. Pacmania and Teenage Queen are highlighted as an example, our price is 19.96 for the two. We only sell to members of Special Reserve. If you are not already a member please add the £4.00 membership fee. Please note that we add a 50p surcharge per game for orders placed by telephone. We sell almost all games individually at truly amazing prices. For full details please send a stamped addressed envelope or telephone on 0279 600204. All games individually boxed and new. Membership entitles you to: Bi-monthly 12-page Buyers Guide, folder & membership card
Sales hotline open 7 days each week and weekday evenings
Best games at best prices (over 700 products)
No commitment - you don't have to buy anything
All games despatched individually by first class post
Instant refunds for delayed products (on request)

NAME _____	MEMBERSHIP	£4.00	Cheque, P.O., Access, Visa or Amex to:
ADDRESS _____	GAME _____	} £	SPECIAL RESERVE
	GAME _____		P.O. BOX 847
	COMPUTER _____	TOTAL	HARLOW
POST CODE _____			CM21 9PH ACE D2
			Give expiry date if paying by credit card.
			Special Reserve is a department of Inter-Mediate Ltd

Robocop

Le Mans

**36a Osborne St,
Colchester,
Essex.**

Access



We will match any price advertised by another company providing the advert is a current issue and not a special offer. Please state the magazine and company concerned

BARCLAYCARD



**6 Bond Street
Ipswich
Suffolk**

(Retail)

Title	Spec Ca di	CBM 64 Ca di	AMS Ca di	ST	AMIGA	SEGA	HARDWARE
Afterburner	6.99 10.50	6.99 10.50	6.99 10.50	13.99	16.99	24.95	Atari 520 STFM with
A Question of Sport	10.50 13.99	10.50 13.99	10.50 13.99	12.99	15.99	24.95	1 Meg Drive
Armalyte	6.99	6.99	6.99	12.99	15.99	19.95	£269.95
Airborne Ranger	6.99	10.50 12.50	10.50 12.50	12.99	12.99	24.95	Atari 520 Super Pack With 21
Action Service	6.30	6.99	6.99	12.99	12.99	19.95	Games + Business Organiser
Barbarian II	6.99 10.50	6.99 8.99	6.99 10.50	12.99	15.99	24.95	Database/Spreadsheet/
Bankok Knights	6.99	6.99 10.50	6.99	12.99	15.99	19.95	Diary/Wordprocessor
Banko Telle II	6.99 10.50	6.99 10.50	6.99 10.50	12.99	16.99	24.95	£349.95
Barbarian (Psychosis)	6.99	6.99 10.50	6.99 10.50	12.99	12.99	19.95	Atari 1040 STFM Professional pack with Microsoft
Beardsley's Soccer	6.30	6.99 10.50	6.30 10.50	12.99	16.99	24.95	Write Wordprocessor superbase personal database
Batman	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	19.95	V.I.P. Professional spreadsheet
Black Tiger	7.50 9.99	6.99 11.99	6.99 11.99	12.99	15.99	24.95	£449.95
Captain Blood	6.99	6.99 10.50	6.99 10.50	12.99	15.99	19.95	Professional Pack with SM 124 Mono Monitor
Bernard II	6.99 11.99	6.99 11.99	6.99 11.99	12.99	15.99	24.95	£549.95
Carrier Command	10.50 13.99	10.50 13.99	10.50 13.99	12.99	15.99	24.95	Professional Pack with SC1224 Colour Monitor
Dandy	6.30 10.50	6.99 10.50	6.30 10.50	12.99	15.99	19.95	Atari 1040 Super pack with 21 Games + Business
Daley Thompson's O.C.	6.99	6.99 10.50	6.99 10.50	12.99	15.99	19.95	Organiser
Double Dragon	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£449.95
Dragon Ninja	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	19.95	Atari 1040 Super Pack with SC1224 Colour Monitor
Eliminator	7.50 7.99	6.99 11.99	6.99 11.99	12.99	15.99	24.95	£749.95
Echelon	7.99 11.99	6.99 11.99	6.99 11.99	12.99	15.99	19.95	Atari SC1224 Colour Monitor
Emlyn Hughes	6.99	6.99	6.99	12.99	15.99	19.95	£299.95
Exploding Fist +	5.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Cumana 1 meg Drive ST
Fight Ace (Comp)	10.50	11.99	10.50 11.99	12.99	15.99	22.95	£109.95
Fernandez Must Die	6.99	6.99 8.99	6.99 8.99	12.99	15.99	22.95	Amiga 500 with FREE modulator, Tutorial, and Extra's
Four Soccer Simulator	6.30	6.30	6.30	12.99	15.99	22.95	Disc
Frank Bruno's Comp	8.99 12.50	8.99 10.50	8.99 12.50	12.99	15.99	22.95	£369.95
Football Manager II	6.99	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Amiga 500 as above with 10 Game Pack
Fist & Thrillies (Com)	8.99 10.50	8.99 10.50	8.99 10.50	12.99	15.99	19.95	£399.99
Guerrilla War	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Amiga 500 with A1501 expansion fitted modulator and
Gold Silver Bron (C)	10.50 12.50	10.50 12.50	10.50 17.99	12.99	15.99	24.95	Dragons Lair
Gunship	6.99 10.50	10.50 12.50	10.50 12.50	12.99	15.99	24.95	£499.99
Giants (Compilation)	9.99 13.99	9.99 12.50	9.99 13.99	12.99	15.99	24.95	Amiga 500 + 1084S Colour Monitor
Game Set Match 11 (C)	8.99 12.50	8.99 12.50	8.99 12.50	12.99	15.99	24.95	£599.95
Game Over II	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	19.95	1084S Colour monitor
Heroes of the Lance	7.99	7.99	7.99	12.99	15.99	19.95	£249.95
Hawk Eye	6.99	6.99	6.99	12.99	15.99	19.95	Cumana 1 Meg Drive Amiga
History in Making (C)...	17.99	21.99	17.99 21.99	12.99	15.99	24.95	£99.95
Incredible Shrink Sphere	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Amiga A501 Memory Expansion
Iron Lord	6.99	6.99 10.50	6.99 10.50	12.99	15.99	39.95	+ Clock Card
Joan of Arc	6.99	7.99 11.99	6.99	12.99	15.99	22.95	£139.95
Last Ninja	6.99	6.99	6.99	12.99	15.99	19.95	-----
Last Ninja II	8.99 10.50	8.99 10.50	8.99 10.50	12.99	15.99	24.95	Commodore PC 1 SD5 12K
Live and Let Die	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£299.99 + VAT
L.E.D. Storm	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	24.95	-----
Microprose Soccer	10.50	10.50 12.50	10.50 12.50	12.99	15.99	19.95	Citizen 120D Printer
Moto Massacre	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	19.95	£199.95 + VAT
1943	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	19.95	-----
19 Boot Camp	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Please include £5.00 Postage and Packing on all
Netherworld	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	24.95	hardware items in the UK. Overseas £10.00.
Nigel Mansell	6.99	6.99 10.50	6.99 10.50	12.99	15.99	19.95	-----
Night Rider	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	24.95	10 3 1/2 Inch Blank Discs
Operation Wolf	6.30 10.50	6.99 12.50	6.99 12.50	12.99	15.99	19.95	£9.95
Overlander	5.50 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Joystick Extenders
Par 3/4 (Compilation)	11.99 13.99	11.99 13.99	11.99 13.99	12.99	15.99	24.95	£4.95
Pac Land	6.30	6.99 10.50	6.30 10.50	12.99	15.99	14.95	4 Player Adaptors
Pacmania	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£4.95
Parisian Knights	8.99	8.99 10.50	8.99 10.50	12.99	15.99	19.95	Mouse Mats
Rambo III	6.30	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£4.95
Roy of the Rivers	6.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	24.95	-----
Return of the Jedi	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Cheetah 125 Joystick
R-Type	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£7.95
Robocop	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	OS Turbo Joystick
Red Storm Rising	6.99	10.50 12.50	6.99	12.99	15.99	24.95	£12.95
Sub Battle Simulator	6.99	6.99	6.99	12.99	15.99	24.95	Pro 5000 Joystick
Supreme Challenge (C)8.99	12.50	8.99 12.50	8.99 12.50	12.99	15.99	24.95	£14.95
Salamander	5.50 10.50	6.99 10.50	6.30 10.50	12.99	15.99	24.95	Cheetah Starfighter
Savage	6.30 10.50	6.99 10.50	6.30 10.50	12.99	15.99	24.95	£14.95
S.D.I.	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£14.95
Street Sports Soccer	7.50	7.99 11.99	7.99 11.99	12.99	15.99	24.95	-----
Typhoon	5.50 10.50	6.30 10.50	6.30 10.50	12.99	15.99	24.95	Konix Navigator
Tiger Road	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	24.95	£14.95
The In Crowd (Comp)	10.50	12.50 10.50	12.50 10.50	12.99	15.99	24.95	Pro 5000 Extra
Total Eclipse	6.99 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£15.95
Taiko Coin Op (Comp)	8.99	8.99 12.50	8.99 12.50	12.99	15.99	24.95	Pro 5000 Clear
Track Suit Manager	6.99	6.99	6.99	12.99	15.99	24.95	£15.95
Thunderblade	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	24.95	-----
Techno Cop	7.50 9.99	7.99 11.99	7.99 11.99	12.99	15.99	24.95	Disc Storgae Box 40
Untouchables	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£7.95
Victory Road	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	Disc Storage Box 80
Vindicator	5.50 10.50	6.30 10.50	6.30 10.50	12.99	15.99	24.95	£9.95
Virus	5.50	6.30 10.50	6.30 10.50	12.99	15.99	24.95	-----
War in the Middle Earth	6.99	6.99 10.50	6.99	12.99	15.99	24.95	Sega Master System
Where Time Stood Still	5.50 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£79.95
Whirligig	5.50 10.50	6.30 10.50	6.30 10.50	12.99	15.99	24.95	Sega System +
Wee Wee Mans	6.30 10.50	6.99 10.50	6.99 10.50	12.99	15.99	24.95	£99.95
Xenon	6.99	6.99 10.50	6.99	12.99	15.99	24.95	Sega Super System
							£129.95
Afterburner				13.99	16.99	24.95	
A Question of Sport				12.99	15.99	24.95	
Amiga Gold Hits				12.99	15.99	19.95	
Alien Syndrome				12.99	15.99	24.95	
Armalyte				12.99	15.99	19.95	
Baal				12.99	15.99	24.95	
Batman				12.99	15.99	19.95	
Beardsley's Soccer				12.99	15.99	24.95	
Bards Tale I or II				12.99	15.99	19.95	
B.A.T.				12.99	16.99	24.95	
Barbarian II				12.99	15.99	19.95	
Battlechess				16.99	16.99	24.95	
Bombuzal				15.99	15.99	19.95	
Butcher Hill				15.99	15.99	24.95	
Carrier Command				15.99	15.99	19.95	
Captain Blood				15.99	15.99	24.95	
Chrono Quest				19.99	19.99	19.95	
Combat School				12.99	15.99	24.95	
Corruption				15.99	15.99	19.95	
Daley Thompson's O.C.				15.99	15.99	24.95	
Dragon Ninja				12.99	15.99	19.95	
Dragon Ninja				12.99	15.99	24.95	
Dungeon Master				15.99	15.99	19.95	
Driller				15.99	15.99	19.95	
Elite				15.99	15.99	19.95	
Eliminator				13.99	13.99	24.95	
Falcon				15.99	19.99	24.95	
F-16 Combat Pilot				15.99	15.99	22.95	
Fernandez Must Die				15.99	15.99	22.95	
Fed. of Free Traders				19.99	19.99	22.95	
Fish				15.99	15.99	22.95	
Fusion				16.99	16.99	22.95	
Football Manager II				12.99	12.99	24.95	
Football Director II				12.99	12.99	19.95	
Gauntlet II				13.99	15.99	24.95	
Guerrilla War 3D				13.99	13.99	24.95	
Golderegons Domain				13.99	15.99	24.95	
Gryzor				12.99	15.99	24.95	
Monopoly				12.99	15.99	24.95	
Ghosts & Goblins				12.99	15.99	24.95	
Heroes of the Lance				16.99	16.99	24.95	
Hostages				15.99	15.99	19.95	
Interceptor				16.99	16.99	19.95	
International Karate +				12.99	15.99	24.95	
International Soccer				12.99	12.99	19.95	
Incredible Shrinking Sphere				12.99	15.99	24.95	
Iron Lord				12.99	16.99	29.95	
Joan of Arc				13.99	16.99	39.95	
Leaderboard Birdie				16.99	16.99	22.95	
Legend of the Sword				15.99	15.99	19.95	
L.E.D. Storm				13.99	15.99	24.95	
Lombard R.A.C. Rally				15.99	15.99	24.95	
Leathernecks				12.99	12.99	24.95	
Lancelot				12.99	12.99	19.95	
Menace				12.99	12.99	19.95	
Microprose Soccer				15.99	15.99	19.95	
19 Boot Camp				12.99	12.99	19.95	
Nigel Mansell's Grand Prix				16.99	16.99	24.95	
Nightraider				13.99	13.99	24.95	
Operation Wolf				12.99	15.99	24.95	
Out Run				13.99	13.99	24.95	
Overlander				12.99	15.99	24.95	
Paperboy				12.99	15.99	24.95	
Pacmania				12.99	15.99	14.95	
Parisian Knights				16.99	16.99	24.95	
Rambo III				16.99	16.99	24.95	
Roy of the Rivers				13.99	13.99	24.95	
Return of the Jedi				15.99	15.99	24.95	
R-Type				13.99	15.99	24.95	

TITLE	Comp	Price
Total Cost £:		

Name:
Address

Tel No: _____

ST'S AND AMIGA'S IN STOCK!

ACE APRIL

A501 EXPANSION
Plus Dragon's Lair
FREE £149.95

*Mail order only. Shop prices will vary, but personal callers can claim approx 10% discount off R.R.P. on production of this advert. Subject to availability and price change without notice.
Not all titles released at time of going to press*

Operation Wolf

TIGER MAIL ORDER

FAST AND FRIENDLY SERVICE IS OUR SPECIALITY

PACK 1 Amiga 500 + Modulator + 9 Title Software Pack	£559.95
PACK 2 Amiga 500 with Modulator + 512K RAM + Dragons Lair	£479.95
PACK 3 Amiga 500 + 1084S monitor + Carrier Command + 23	
Public Domain software titles and joystick	£599.95
ATARI 520 STFM Super Pack	£345.95
C64 HOLLYWOOD PACK	£135.95

For C.O.D. Please send 10% Deposit.

SOFTWARE

ATARI	AMIGA
Alien Legion	Amiga Gold Hits
Barbarian II	Barbarian II
Batman - The Caped Crusader	Batman - The Caped Crusader
Bismarck	California Games
Circus Games	Circus Games
Crazy Cars II	Crazy Cars II
Dark Fusion	Deluxe Paint II/ D.Paint
F-16 Falcon	Dragons Lair
Federation of Free Traders	Dungeon Master
Fusion	Earl Weavers Comm. Disk
Galdregons Domain	Elite
Gary Linekers Hot Shot	F-16 Falcon
Game Over II	Galactic Conqueror
Incredible Shrinking Sphere	Galdregons Domain
Iron Lord	Gary Linekers Hotshot
Night Hunter	Heroes of the Lance
Orbiter	Incredible Shrinking Sphere
Purple Saturn Day	Purple Saturn Day
Spitfire 4D + S/Force Harrier	Shoot em Up Const. Kit
Superman - Man of Steel	Super Hang On
Technocop	Superman - Man of Steel
Track Suit Manager	TV Sports Football
War in the Middle Earth	War in the Middle Earth
Wec Le Mans	Wec Le Mans
Zany Golf	Branded 3.5" Disks (10)
Bulk 3.5" Disks (10)	

New titles sent on day of release, no cheques cashed, or credit cards charged until goods available. Callers welcome at these prices - Please phone for availability before travelling.

FULL RANGE OF 16 - BIT SOFTWARE AVAILABLE WITH BETWEEN 30 - 45% DISCOUNT
All prices include V.A.T. and Postage in the UK. E & OE.



PLEASE MAKE CHEQUES OR P.O.'S PAYABLE TO

TIGER MAIL ORDER

86 Blackswarth Road, Redfield, Bristol BS5 8AS

Tel: 0272 550075



MEGASAVE

Title	SPEC.	+3.	AMS.	Disc.	Comm	Disc	Amiga & ST & AMIGA PC.	ST	Amiga	PC
3D Pool	5.75	6.25	9.95	6.25	8.75	3 D Pool	11.90	11.90	11.90
Afterburner	6.45	6.90	8.50	6.90	8.50	Afterburner	12.90	15.90	
Armalyt	6.95	D2	6.95	9.95	6.95	9.95	Airborne Ranger	14.90		
Butcher Hill	5.50	D1	6.90	9.50	6.90	9.50	Baal	11.90	11.90	
Barbarian II	6.40	D1	6.40	9.50	6.40	8.50	Barbarian II	11.95	12.95	
Bombuzal	5.50	D1	6.25	8.95	6.40	8.90	Batman	11.90	14.90	
Captain Blood	6.40	D2	6.40	9.50	6.40	9.50	Battle Chess	15.90		
Command Perfor	6.95	8.95	13.95	9.95	13.95	Battle Hawks 1942	16.90	16.90	16.90
Crazy Cars 2	5.90	D2	6.40	9.50	6.40	9.50	Captain Fizz	9.90	9.90	
Cyberboid II	5.50	D2	6.95	9.50	6.90	9.50	Carrier Command	14.90	14.90	14.90
Double Dragon	5.90	D2	6.40	9.50	6.40	9.50	Cosmic Pirate	19.90	14.90	14.90
Exploding Fist +	6.70	D2	6.95	9.95	6.95	9.95	Crazy Cars II	11.90	14.90	14.90
Echelon	5.20	6.40	9.50	6.40	8.50	Custodian	13.90	13.90	
Eliminator	5.50	D2	6.90	10.50	9.90	10.50	Dungeon Master	14.90	14.90	
F. Brunos' Big Box	8.90	D4	8.90	10.50	8.90	10.50	Double Dragon	11.90	11.90	11.90
F16 Combat Pilot	9.95	D4	9.95	13.95	9.95	13.95	Dragon's Lair	32.50		
Foots Mgr 11	6.40	D2	6.40	9.50	6.40	9.50	Dragon Ninja	11.90	14.90	
Foots Dir. 11 128	13.90	D1	Elite	14.90	14.90	14.90
Flight Ace	9.95	D5	9.95	12.45	9.95	12.45	Falcon F16	14.90	19.90	24.90
G. Lineker's S. Sk.	5.50	D2	6.90	10.50	6.90	10.50	Flying Shark	14.95		
G. Lineker's H. Sh.	5.50	D2	6.90	10.50	6.90	10.50	Football Manager 11	11.90	11.90	12.90
Gold Sil. Bronze	10.90	D4	10.90	13.50	10.90	13.50	Football Director II	11.90	11.90	11.90
Grand Prix Circuit	9.95	D4	9.95	13.95	9.95	11.95	F16 Combat Pilot	16.90	16.90	16.90
G.I. T.E.	5.75	D2	6.95	9.95	6.95	9.95	Fusion	15.90	15.90	
Heroes Of Lance	6.90	D3	6.90	10.50	6.90	10.50	Garfield II	11.90	11.90	
Human Killing Mac	6.45	D2	6.95	9.95	6.95	9.95	Gauntlet 2	15.90		
I.S.S.	6.75	D2	6.75	9.95	6.75	9.95	Hell Bent	11.90	11.90	
Ingird's Back	9.90	D3	9.90	13.50	9.90	13.50	Heroes Of The Lance	16.95	16.95	16.95
Last Duel	5.95	D2	6.95	9.95	6.95	9.95	Hostage	14.90	14.90	14.90
Last Ninja 11	8.90	D2	8.40	9.50	8.40	9.50	Ik+	13.90	15.90	
Live & Let Die	6.40	D2	6.40	9.50	6.40	8.50	I.S.S.	11.90	14.90	
Munster	6.40	6.40	9.90	6.40	9.90	Joan Of Arc	13.90	16.90	
Microprose Socc.	9.95	13.95	Last Duel	13.90	13.90	13.90
Operation Harmu	26.95	6.95	6.95	Lead Storm	13.90	13.90	13.90
Operation Wolf	5.45	D2	6.40	9.50	6.40	9.50	Live And Let Die	11.90	14.90	
Ocean Compil.	9.90	D3	9.90	13.50	9.90	13.50	Lombard Rally	14.90	14.90	
Pool Of Radiance	6.90	16.50	Lazer Squad	15.95	15.95	
Pro Soccer (CRL)	5.95	Microprose Soccer	14.90	14.90	14.90
Pro Soccer Sim	5.95	Neuromancer	14.90		
Pacmania	5.95	5.95	9.95	6.45	9.95	Night Hunter	13.90	16.90	
Rambo 3	5.90	6.40	9.50	6.40	8.50	Operation Wolf	11.90	14.90	11.90
Robocop	5.90	D1	6.40	9.50	6.40	8.50	Pool of Radiance	16.95	16.95	16.95
Rocket Roger	9.95	Robocop	11.90	14.90	11.90
Roger Rabbit	19.90	R-Type	14.90	14.90	
Return Of Jedi	6.40	D2	6.40	9.50	6.40	9.50	Return Of The Jedi	11.90	11.90	
R-Type	6.40	6.40	9.50	6.40	9.50	Ringside	14.90	14.90	
Savage	5.25	5.90	9.50	6.40	8.50	Rocket Ranger	19.90	19.90	
Supernatural	5.90	D2	6.40	9.50	6.40	9.50	Roger Rabbit	19.90	19.90	
Supreme Chall	8.90	D3	8.90	11.50	8.90	11.50	Skate Or Die	15.90	15.90	
S.D.I.	6.40	6.40	9.50	Speedball	14.90	14.90	19.90
Space Ace	9.95	D5	9.95	12.50	9.95	12.50	Starglider II	14.90	14.90	14.90
Tank Attack	8.95	D2	8.95	9.95	8.95	9.95	Stealth Fighter	13.90	15.90	
Track Suit Man	6.40	6.40	9.50	6.40	9.50	Superman	14.90	14.90	14.90
The Games (Sum)	6.20	D1	6.40	9.50	6.40	9.50	Sword Of Sodan	19.90		
Thunderblade	6.20	D2	6.90	10.50	6.90	10.50	TV Sports Football	19.90	19.90	
Total Eclipse	6.40	D1	6.40	9.50	6.40	9.50	Teenage Queen	11.90	11.90	
Taito's Hits	8.90	D4	8.90	11.50	8.90	11.50	The Krystal	19.90	19.90	19.90
Ten Mega Games	8.90	D2	8.90	9.50	8.90	9.50	Thunderblade	13.95	16.95	16.95
Turbo Cup	5.95	D2	6.40	9.50	6.40	9.50	Thunderbirds	11.90	11.90	
WEC Le Mans	5.90	D2	6.40	9.50	6.40	9.50	Track Suit Manager	11.90	11.90	
War Mid. Earth	6.90	6.90	6.90	Turbo Cup	11.90	11.90	14.90
1943	6.20	D1	6.70	8.50	6.70	8.50	Ultimate Golf	13.95	13.95	13.95
Xenon	5.95	WEC Le Mans	11.90	14.90	11.90
							War Middle Earth	14.90	14.90	14.90
							Weird Dreams	14.90	14.90	14.90

+3 Disc D1 @ £8.75 D2 @ £9.50 D3 @ £10.50 D4 @ £13.95 D5 @ £12.45 Mail Order only. Postage included great Britain. EEC 75p per item. Overseas £1.50 per item. Fast Service. Send cheque PO to MEGASAVE DEPT AC 49H1 Sutherland St, Victoria London SW1 V 4JX. Please send for free list of new releases on Amstrad, PC, Atari ST, Amiga, Commodore, Spectrum and +3 Disc. State which list Future League Ltd Please note that new games will be sent day of release. Access only No Visa. Products supplied by Centre Soft.

EEEEK!

We've got to get up pretty early to catch some of you readers out, haven't we? Back in Issue 17 the PP's Ed set a competition to win a wonderful After Burner notepad. All you had to do was find out who was the first person to fly the prototype of the F14 Thundercat. Oh Dear, EVERYONE knows the F14 is a Tomcat, not a Thundercat!

Even more disastrous, the drunken Ed didn't even know the answer himself! So, it was on the blower to the Grumman Corporation of New York and after a quick chat with their PR dept we discovered it was none other than Bob Smyth, with Bill Miller taking up the other seat.

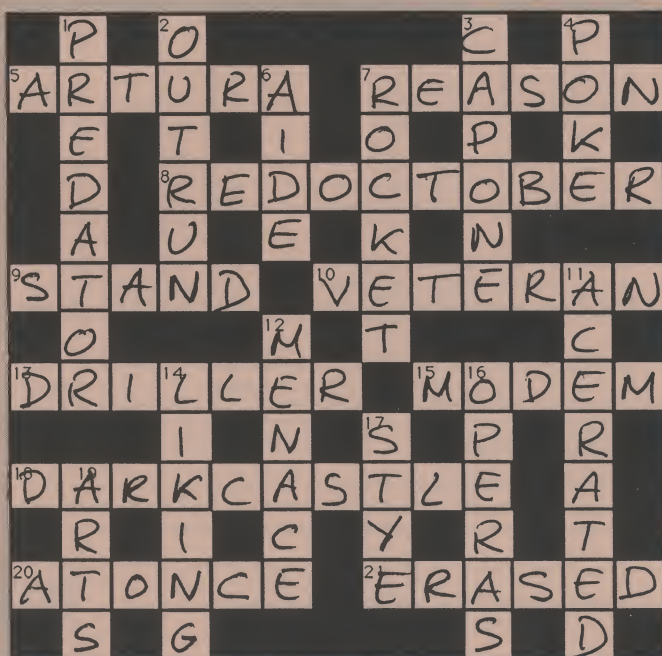
The winner then was Trevor Briscoe of Washington, Tyne and Wear, who got it smack on the nose, bingo, absolutely right. Nice work Trev.

COR!

How many words were there in the February Issue of ACE? Lots of you made some very wild guesses, and some of you even tried to count them. As we didn't know ourselves and we're far too lazy to even try counting them we decided to award the prize of Ubi Soft posters to Brendon Byrne of Luton who quite correctly stated 'there are five words in "The Feb Issue Of ACE"'. Well done Brendon (smart ass!).

SOLUTION TO PRIZE CROSSWORD No11

The first correct entry out of the sack came from Mark Rouse from Cambridge, who wins £25 worth of software for his machine (when he writes in and tells us what machine he owns!).



VISA

HARDWARE

Amiga A500 + Modulator + 0.5 Meg + Dragons Lair.....	£499.00
Amiga A500 + Modulator + 0.5 Meg.....	£479.00
Amiga A500 + Modulator.....	£369.00
Amiga 1 Meg Drive + 0.5 Meg Expansion.....	£237.50
Amiga 1 Meg Drive.....	£99.00
Amiga 0.5 Meg Expansion.....	£149.00
<i>Purchase the Amiga 1 Meg Drive, with any of the Amiga offers, add £79.00</i>	
CBM 64C Hollywood pack + Free Joystick, C22N, Games etc.	£149.00

BLANK MEDIA

3".....	2.90	25.00	57.50
3.5".....	1.00	9.00	21.25
5.25".....	0.50	4.99	9.99

SPECTRUM +3 (DISC)

Alterburner +3	9.99
Command Performance (Mercenary)	
Death/Hellball +7 more	+3 1.50
Corruption +3	10.99
Fish +3	10.99
Football Manager +2	9.99
Gunslip +3	9.99
Get Storm +3	8.99
Robocop +3	9.99
Thunderblade +3	8.99
Blood Brothers +3	2.99
Comp Classics +3	2.99
Heules +3	2.99
Riding The Rapids/Cybernaut +3	2.99
Star Raiders +2	2.99
Airborne Ranger +3	9.99
Star Trek +3	9.99
Football Director +3	1.50
Guns (Outrun, 720 etc)	13.50
Jinxer +3	10.99
Op Wolf +3	9.99
Challenge (Elite)	
Starglider, Sentinel +3	11.99
We Are The Champs (Barbarian, Renegade etc)	11.99
Deflector +3	2.99
Deflector +3	2.99
Shackled +3	2.99
Supercycle +3	2.99

SPECTRUM CASSETTE

Dark Sceptre	1.99
Black Lamp	1.99
Crosswize	1.99
Droid 2	1.99
Island	1.99
Magnetron	1.99
6 Pak Vol 2	2.99
Blood Valley	2.99
Deactivators	1.99
Fat Worm	1.99
Hotshots	1.99
Martianoids	1.99
Riddlers Den	1.99
Sigma 7	1.99
Star Games 2	2.99
Super Sprint	2.99
Tot Bizarre	1.99
A View To A Kill	1.99
Ace 2	2.99
Airwolf	1.99
Arcade Classics	1.99
Back To The Future	1.99
Battleships	1.99
Beach Head 2	2.99
Bombjack	1.99
Bruce Lee	1.99
Chaos	1.99
Combat Lynx	1.99
Contract Sam Cruise	2.99
Dan Dare	1.99
Dizzy	1.99
Draconus	2.99
Eagles Nest	1.99
Endzone	2.99
Endzone 2	2.99
Footballer of the Year	2.99
Fruit Machine	2.99
Gauntlet	2.99
Glider Rider	1.99
Imp Mission	1.99
Jeopardy	1.99
Jet Set Willy	1.99
Joe Blade 1 or 2	1.99
Knightmare	1.99
Kung Fu Master	2.99
League Challenge	1.99
Lightning Sim	1.99
Nightrunner	1.99
On Cue	2.99
Pinball Sim	2.99
Mindstone	1.99
Bubble Bobble	1.99
Pinball	1.99
Flying Shark	1.99
Intensity	1.99
Mystery of the Nile	1.99
Blood Brothers	2.99
Bubbler	1.99
Edge Classics 1	2.99
Gauntlet 2	2.99
Impact	1.99

Mean Streak	1.99
Samurai Trilogy	2.99
Spectrum 4	2.99
180	2.99
Thanatos	1.99
Xcel	1.99
200	2.99
Ace of Aces	2.99
Aliens	1.99
Bak To Skool	1.99
Battle Valley	2.99
Beast Head	2.99
Beast Foot	2.99
Boulderdash 1 or 2	2.99
Butch Hard Guy	1.99
Colour of Magic	1.99
Commando	2.99
Cricket Int.	1.99
Ditchdaze	1.99
Dizzy Dice	1.99
Dynamite Dan	1.99
Elevator Action	1.99
First Past The Post	1.99
Football Manager	2.99
Frank Bruno	2.99
Ghosts	1.99
Graham Gooch	2.99
Ghostbusters	1.99
Grand Prix Sim	2.99
Int Karate	2.99
Jelpac	1.99
Johnson's Darts	2.99
Kikstart 2	2.99
Krakout	1.99
Leaderboard	2.99
Lightforce	2.99
Motorbike Madness	2.99
Ocean Gong	2.99
On The Bench	1.99
Popeye	1.99
Powerplay	1.99
Pro Ski Sim	2.99
Skiateboard	2.99
Pro Snooker	2.99
Psi Chess	1.99
Rik The Roady	1.99

COMMODORE 64 CASS

Defender of the Crown	2.99
Black Ship	1.99
Headland	1.99
6 Pak	2.99
Druid 2	1.99
Intensity	1.99
Magnetron	1.99
PSI Warrior	1.99
Sidekick	1.99
Whirlinrud	1.99
Deactivators	1.99
Ocotopols	1.99
Nightshade	1.99
Basil the GI Mouse Det.	1.99
Jack The Nipper 2	1.99
Traillblazer 2	1.99
Eagles	1.99
Intelligence 2	1.99
Hysteria	1.99
Super Pipeline	1.99
Chernobyl	1.99
Indiana Jones	1.99
Big Fuel Challenge	1.99
Six Pak Vol 2	2.99
Big 4 Vol 2	2.99
Buck Rogers	1.99
Dead Strike	1.99
Eagles Nest	1.99
Parallax	1.99
Secret of St Brides	1.99
Space Harrier	2.99
Super Sprint	2.99
Toadrazzer	1.99
Airwolf	1.99
American Football	1.99
Battle Valley	2.99
Beach Head 2	2.99
Cholo	1.99
Scary Monsters	1.99
IO	1.99
Whirlynrud	1.99
Max Torque	1.99
Clever and Smart	2.99
Secret Game	1.99

COMMODORE 64 DISC

Comp Classics	2.99
Snapdragon	2.99
Octopolis	2.99
Blood Valley	2.99
Hercules	2.99
Master of the Universe	2.99
Athena	2.99
Mag Max	2.99
Mega Apocalypse	2.99
Mean Streak	2.99
Mario Bros	2.99
Yogi Bear	2.99
Brinstone	2.99
Breakers	2.99
Teenage Mutant Hot Wheels	2.99
Run Runner	2.99
Aliens	2.99
American Civil War 1 or 2 or 3	12.99
Apollo 18	9.99
Bards Tale 2 or 3	11.99
Caveamen Ugh Olympics	9.99
Backyard Vagabond	11.99
Fast Break	9.99
Hellfire Attack	9.99
Instant Music	9.99
Mars Saga	9.99
Neuromancer	11.99
PHM Pegasus	9.99
TKO	9.99
Arkon and Volley	9.99
Archeon Collection	9.99
Five Star Games 1 or 2	2.99
Big 4 Vol 2	2.99
Blood Brothers	2.99
Death Wish 3	2.99
Jack The Nipper 2	2.99
Legend of the Warlock	2.99
Slayflight	2.99
Nemesis The Warlock	2.99

Zig Zag	2.99
Short Circuit	2.99
Inheritance 2	2.99
Bangkok Knights	2.99
Deceptor	2.99
Last Mission	2.99
Star Zeevoo	2.99
Beer Belly Tort	2.99
Bards Tale	2.99
Carriers At War	12.99
Chessmaster 2000	9.99
Europe Ablaze	12.99
Wind Prix Circuit	9.99
Powerplay Hockey	9.99
Iron Lord	13.50
Miniputt	9.99
Power At Sea	9.99
Rack 'Em	9.99
Wetland	11.99
Testdrive	9.99
Afterburner	9.99
Command Performance	9.99
Exploding Fish +	8.99
Last Ninja 2	9.99
Legions of Radiance	16.99
Robocop	2.99
Thunderblade	9.99
Rebounder	9.99
Rim Runner	1.99
Spy v Spy Trilogy	2.99
Time Tunnel	2.99
Trap Door 2	2.99
Western Games	2.99
Emlyn Hughes	8.99
Gunship	13.50
Wolf	9.99
Risk	9.99
Silent Service	9.99
Ultima 5	16.99
Red Led	2.99
Shackled	2.99
Superstar Pin pong	2.99
Sack and Field	2.99
Water Polo	2.99
Venom Strikes Back	2.99

AMSTRAD DISC

Bubbler	2.99
Clever and Smart	2.99
Flunky	2.99
Ipact	2.99
Red Led	2.99
History n' Spy Trilogy	2.99
Trapdoor 2	2.99
Afterburner	9.99
Deluxe Scrabble	10.99
Flight Ace	12.99
Game Set and Match 2	12.99
History n' Spy	13.50
History n' The Making	16.99
Op Wolf	9.99
Pawn	13.50
Thunderblade	9.99
Bards Tale	9.99
Barney/Killpatede	2.99
Firestorm Raiders	2.99
Head Over Heels	2.99
Indiana Jones	2.99
Shackled	2.99
Tour De Force	2.99
The Archers	2.99
Albion Ranger	13.50
Fists and Throates	2.99
Football Manager 2	9.99
Giants	13.50
Heroes of the Lance	13.50
Last Ninja 2	9.99
Panania	9.99
Trapdoor	9.99
World Class Leadership	9.99
Nigel Mansell	9.99

AMSTRAD CASSETTE

Mega Apocalypse	1.99
Mystery of the Nile	1.99
Cholo	1.99
The Hive	1.99
Berks	1.99
Deactivators	1.99
Edge Classix 1	2.99
Gunright	1.99
Thanatos	1.99
Trio Hit Pak (Airwolf 2 etc)	2.99
Justice League	1.99
Trodder	1.99
Big 4 Vol 2	2.99
Prodigy	1.99
180 - or 2	2.99
180 - or 2	2.99
Airwolf	1.99
Battleships	1.99
Bruce Lee	1.99
Commando	2.99
Elevator Action	1.99
Global Manager	1.99
Fruit Machine Sim.	2.99
Gauntlet	2.99
Hot Speedway	1.99
Kickstart 2	1.99

Light Force	2.99
Pinkal Sim	2.99
Powerplay	1.99
Pro Snooker	1.99
Rock And Wrestle	1.99
Rydar	2.99
Sam Fox	1.99
Sport of Kings	2.99
Thrasure Island Dizzy	2.99
Way of the Tiger	2.99
World Games	2.99
Dragons Lair 2	2.99
Super Cylix	2.99
Vortex	1.99
Vortex	1.99
Scary Monsters	1.99
Alt. World Games	2.99
Chain Reaction	2.99
Deep Strike	1.99
Expense Raider	1.99
Dark Trio	2.99
Veno Strikes Back	1.99
Martianoids	1.99
The Archers	1.99
Hijack	1.99
Hunks	1.99
View To A Kill	1.99
Ace of Aces	2.99
Aliens	1.99
Bombjack	1.99
Combat Lynx	1.99
Dynasty	2.99
Endzone	1.99
Footballer of the Year	2.99
Graham Gooch	1.99
Ghostbusters	1.99
Joe Blade 1 or 2	1.99
Krakout	2.99
Madogue Challenge	2.99
Night Gunner	1.99
Popeye	2.99
Pro Ski Sim	1.99
Rik The Roady	1.99
Lucky Jim	2.99
Saboteur	1.99
Soccer Boss	1.99
Trap Door	1.99
Uridium	2.99
Who Dares Wins 2	1.99
Logi	2.99
Spz V Spy Trilogy	2.99
Venom Strikes Back	1.99

EIGHT BIT SELLERS

	SP	CP	AMS
4th And Inches	N.A	6.99	N.A
Afterburner	6.99	9.99	6.99
Airborne Ranger	6.99	9.99	9.99
Alien Syndrome	5.99	9.99	6.99
Armalyte	N.A	6.99	N.A
Barbarian 2nd	6.99	6.99	N.A
Battlezone Soccer	6.99	9.99	6.99
Captain Blood	6.99	9.99	N.A
Command Performance	8.99	8.99	8.99
Crazy Crays	5.99	6.99	9.99
Cybernoid 2	5.49	9.99	N.A
Double Dragon	6.99	6.99	N.A
Dragon Ninja	5.99	6.99	N.A
Earthquake Soccer	6.99	9.99	N.A
Empire Strikes Back	6.99	9.99	N.A
Every Second Counts	6.99	N.A	5.49
Exploding Fist +	5.49	6.99	N.A
15 Strike Eagle	6.99	N.A	6.99
Fire And Forget	5.99	N.A	6.99
Fists n Throtilles	8.99	9.99	9.99
Flight Ace	6.99	9.99	9.99
Football Director	6.99	6.99	6.99
Football Manager 2	6.99	6.99	6.99
Four Soccer Simulators	5.99	6.99	6.99
Frank Bruns Big Box	8.99	8.99	8.99
Game Set And Match	8.99	8.99	8.99
Game Set And Match 2	8.99	8.99	8.99
Garfield	5.99	9.99	N.A
Ghosts	8.99	8.99	8.99
Gold Silver And Bronze	9.99	9.99	9.99
Gunship	6.99	9.99	9.99
Haywkeye	N.A	6.99	N.A
Heroes of the Lance	6.99	N.A	6.99
Highway to Hell	13.99	13.99	13.99
In Crowd	6.99	9.99	9.99
Konami Making Cool	6.99	6.99	6.99

SIXTEEN BIT SELLERS

	AMIGA	ST
Falcon	19.99	16.99
Operation Wolf	16.99	14.99
Lombard RAC Rally	16.99	14.99
Afterburner	16.99	14.99
R Type	16.99	14.99
Double Dragon	13.50	13.50
Speedball	16.99	16.99
Times Of Lore	N/A	N/A
U.S.S.	16.99	16.99
U.S.S. of the Jedi	13.50	13.50
Thunderblade	16.99	16.99
Rocket Ranger	19.99	N/A
Pacmania	13.50	13.50
Starlinger 2	16.99	16.99
Legend Master Meg	16.99	16.99
Heroes of the Lance	16.99	16.99
Joan of Arc	16.99	16.99
Football Director 2	13.50	13.50
Trackstar Manager	13.50	13.50
Bards Tale	16.99	16.99
Bards Tale 2	16.99	16.99
Fusion	16.99	16.99
Battle Chess	16.99	N/A
Interceptor	16.99	N/A
Phoenix Fighter	13.50	N/A
Phantom Ship	16.99	16.99
Flight Sim 2	27.50	27.50
Federation of Free Traders	N/A	19.99
TV Sports Football	19.99	N/A
Fish	16.99	16.99
Clash of the Titans	13.50	N/A
Confairn Moor	16.99	16.99

SIXTEEN BIT SPECIALS

Stargoose.....	Amiga	4.99
Better Dead Than Alien.....	Amiga	4.99
International Soccer.....	Amiga	4.99
Quadralien.....	Amiga	4.99
Atax.....	Amiga	4.99
Winter Olympiad 88.....	Amiga	4.99
Hell Bent.....	Amiga	4.99
Backlash.....	Amiga	4.99
Outrun.....	Amiga	9.99

JOYSTICKS

Cheetah Mach One.....	9.99
RAM Delta.....	9.95
Cheetah 125.....	8.90
Quickshot Turbo.....	9.99
Cruiser Blue or Clear.....	9.50
Euromax Pro Auto.....	17.99
Euromax Standard.....	14.99
Comp Pro 5000 (Black).....	12.99
Comp Pro 5000 (clear).....	12.99
Atari Economy.....	4.50
Cheetah Challenger.....	4.50
Crystal Turbo.....	14.99
Navigator.....	13.99

INTERFACES

Freeze Frame	27.50
Expert Cartridge.....	27.50
RAM Turbo Int.....	12.99
Single Port Int.....	6.99
Dual port Int.....	7.99
+2 Joystick Lead.....	2.99
ST or Amiga 4 Player.....	5.95
Multiface 1 (Sp 48K).....	39.95
Multiface 2 (Amstrad).....	44.99
Multiface 3 (+3).....	44.99
Multiface ST.....	44.99

SUPREME CHALLENGE

Spectrum Commodore Amstrad cassette
Elite, Starglider, Sentinel, Ace 2, Tetris
£5.50

TEN COMPUTER HITS VOL FIVE

Spectrum Commodore Amstrad cassette
Dark Sceptre, Mega Apocalypse, Traz,
Ninja Hamster, Nightmare, Tarzan,
Magne tron, Mystery of the Nile,
Catch 23, Druid 2
£5.50

**All orders sent 1st Class within
24 hours of receipt, subject to
availability**
***Make cheques/PO's payable to
SOFTWARE CITY***

Please add 50p for postage & packaging on orders under £5.00p. Overseas orders add £1.50 per item.

Address to:

SOFTWARE CITY

3 LICHFIELD PASSAGE, WOLVERHAMPTON, WV1 1DZ

Produce this advert to receive the above discounts. 30% off RRP on any software not listed.

We welcome customers at:

Software City, 1 Goodall Street, Walsall
(Phone 0922 24821)

Software City, 59 Foregate Street, Stafford
(Phone 0785 41899)

**Software City, 3 Lichfield Passage
Wolverhampton (Phone 0902 25304)**

(OPEN 7 DAYS 10am - 8pm)

ENQUIRIES
01-567 7621

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies "Special Offers".

BUY BY PHONE
01 741


01 741 1222
01-995 3652
0525 371884

Title	Spectrum		C64		AMS		ST		Amiga	
	Cass	Disc	Cass	Disc	Cass	Disc	Cass	Disc	Cass	Disc
Living Daylights	3.99	N/A	3.99	11.99	3.99	11.99	N/A	N/A	N/A	N/A
Manhattan Dealers	3.99	N/A	3.99	N/A	3.99	N/A	13.99	N/A	16.99	N/A
Mask I	3.99	N/A	3.99	N/A	3.99	N/A	13.99	N/A	16.99	N/A
Matchday II	4.99	11.99	4.99	11.50	4.99	11.50	N/A	N/A	N/A	N/A
Micro Soccer	10.99	13.99	10.99	13.99	10.99	13.99	15.99	15.99	15.99	15.99
Nebulus	6.50	N/A	3.99	N/A	6.99	11.99	14.99	14.99	14.99	14.99
Remess	2.99	N/A	2.99	N/A	2.99	N/A	N/A	N/A	N/A	N/A
Night Rider	8.50	10.50	8.50	12.50	8.50	12.50	16.50	16.00	16.00	16.00
Not a Penny More	3.99	N/A	3.99	10.50	3.99	N/A	13.99	13.99	13.99	13.99
Operation Wolf	6.50	N/A	6.99	8.99	6.99	10.99	12.99	15.99	15.99	15.99
Out Run	6.99	10.50	7.50	10.99	7.50	10.99	13.99	13.99	13.99	13.99
Overlander	5.50	9.99	6.95	8.50	6.95	10.50	13.99	16.95	16.95	16.95
Pac Mania	6.50	N/A	6.99	10.99	6.50	10.99	13.95	13.95	13.95	13.95
Platoon	5.99	N/A	5.99	10.50	5.99	10.50	13.95	15.99	15.99	15.99
Pool of Radiance	N/A	N/A	8.50	17.99	N/A	N/A	17.99	17.99	17.99	17.99
Purple Saturn Day	N/A	N/A	6.99	10.99	N/A	N/A	15.99	15.95	15.95	15.95
R-Type	7.25	10.99	7.25	10.99	7.25	10.99	16.99	16.99	16.99	16.99
RAC Lombard Rally	N/A	N/A	N/A	N/A	N/A	N/A	16.50	16.50	16.50	16.50
Rambo III	5.50	—	6.50	8.99	6.50	10.50	12.99	15.99	15.99	15.99
Renegade	3.99	N/A	3.99	10.50	3.99	10.50	N/A	N/A	N/A	N/A
Return of Jedi	6.50	N/A	6.50	10.99	6.50	10.99	12.99	12.99	12.99	12.99
Revenge of Doh	5.50	N/A	6.50	9.99	6.50	10.50	13.95	16.95	16.95	16.95
Risk	6.99	10.99	8.99	10.99	6.99	10.99	N/A	N/A	N/A	N/A
Rocket Ranger	N/A	N/A	N/A	13.99	N/A	N/A	15.99	20.99	20.99	20.99
Robocop	5.99	N/A	6.50	10.99	6.50	10.99	12.99	15.99	15.99	15.99
Rock Blasters	6.75	N/A	6.99	11.99	6.99	11.99	14.99	17.99	17.99	17.99
Savage	5.99	N/A	6.99	9.99	6.99	10.99	13.99	13.99	13.99	13.99
SDI	7.25	10.99	7.25	10.99	7.25	10.99	13.99	13.99	13.99	13.99
Scrabble Deluxe	10.50	N/A	10.50	13.99	10.50	13.99	13.99	13.99	13.99	13.99
Scooby Doo	3.99	N/A	3.99	N/A	3.99	N/A	N/A	N/A	N/A	N/A
Shoot Em Up Construction Kit	N/A	N/A	12.50	14.50	N/A	N/A	16.99	16.99	16.99	16.99
Sidewinder	N/A	N/A	N/A	N/A	N/A	N/A	6.95	6.95	6.95	6.95
Silent Service	6.95	N/A	6.95	10.50	6.95	10.50	16.95	16.95	16.95	16.95
Silicon Dreams	10.50	12.99	10.50	12.99	10.50	12.99	10.50	13.95	13.95	13.95
Space Harrier	N/A	N/A	N/A	N/A	N/A	N/A	13.95	16.95	16.95	16.95
Space Racer	6.50	9.99	6.99	10.99	6.99	10.99	13.99	13.99	13.99	13.99
Speedball	N/A	N/A	N/A	N/A	N/A	N/A	16.50	16.50	16.50	16.50
Spiritfire 40	7.95	N/A	6.95	10.50	6.95	10.50	16.95	16.95	16.95	16.95
St. Sports Soccer	N/A	N/A	8.50	12.50	8.50	12.50	N/A	N/A	N/A	N/A
Star Trek	N/A	N/A	6.99	10.99	N/A	N/A	13.99	13.99	13.99	13.99
Star Wars	4.99	N/A	4.99	10.50	4.99	10.50	10.99	10.99	10.99	10.99
Starglider II	N/A	N/A	N/A	N/A	N/A	N/A	16.95	16.95	16.95	16.95
Starry	N/A	N/A	N/A	N/A	N/A	N/A	16.95	16.95	16.95	16.95
Stealth Fighter	6.95	N/A	10.50	12.99	10.50	12.99	16.95	N/A	N/A	N/A
Street Fighter	7.50	N/A	8.50	12.50	8.50	12.50	16.50	21.50	21.50	21.50
Strike F. Harrier	6.95	N/A	6.95	10.50	6.95	10.50	13.99	16.95	16.95	16.95
Summer Olympiad	5.50	N/A	6.95	10.50	6.95	10.50	9.99	9.99	9.99	9.99
Super Hang On	6.99	N/A	6.99	10.50	6.99	10.50	13.99	N/A	N/A	N/A
Supersport The Man of Steel	10.50	11.99	6.99	11.50	6.99	11.50	16.50	16.50	16.50	16.50
Supersport 40	3.99	N/A	3.99	N/A	3.99	N/A	10.50	N/A	N/A	N/A
T-Wrecks	6.50	10.50	8.50	12.50	N/A	N/A	13.99	13.99	13.99	13.99
Target Renegade	4.99	10.50	5.99	10.50	5.99	10.50	16.50	16.50	16.50	16.50
Techno Cop	5.99	9.50	6.99	10.99	6.99	10.99	13.99	13.99	13.99	13.99
The Deep	6.99	9.99	6.99	11.99	6.99	11.99	14.99	17.99	17.99	17.99
The Munsters	6.99	9.99	6.99	10.99	6.99	10.99	13.99	13.99	13.99	13.99
Thunderblade	6.99	10.99	7.99	12.50	7.99	12.50	15.99	19.99	19.99	19.99
Tiger Road	5.99	10.50	7.50	10.99	7.50	10.99	14.99	17.99	17.99	17.99
Times of Lore	6.99	10.99	6.99	10.99	6.99	10.99	15.99	15.99	15.99	15.99
Total Eclipse	6.99	10.99	6.99	9.99	6.99	10.99	16.50	16.50	16.50	16.50
Trivial Pursuit	5.99	N/A	5.99	12.99	5.99	12.99	9.99	13.99	13.99	13.99
Trivial Pursuit & New Beginning	10.50	—	10.50	12.99	10.50	12.99	13.99	13.99	13.99	13.99
Turbo Cup	6.50	9.99	6.99	10.99	6.99	10.99	13.99	13.99	13.99	13.99
Typhoon	5.50	N/A	6.50	9.99	6.50	10.50	N/A	N/A	N/A	N/A
Ultima IV	N/A	N/A	N/A	13.99	N/A	N/A	16.99	16.99	16.99	16.99
Ultimate Golf	—	—	7.99	12.50	—	—	15.99	15.99	15.99	15.99
Victory Road	5.50	—	6.50	8.99	6.50	10.50	12.99	15.99	15.99	15.99
Vindicator	4.99	N/A	5.99	10.50	5.99	10.50	N/A	N/A	N/A	N/A
W.E.C Le Mans	6.50	N/A	6.99	10.99	6.99	10.99	13.99	16.50	16.50	16.50
War in Middle Earth	6.99	N/A	6.99	12.99	6.99	12.99	15.99	15.99	15.99	15.99
Weird Dreams	N/A	N/A	10.99	13.99	N/A	N/A	16.99	16.99	16.99	16.99
Where Time Stood Still	5.99	N/A	N/A	N/A	N/A	N/A	10.99	N/A	N/A	N/A
Wizball	3.99	N/A	3.99	10.50	3.99	10.50	12.99	15.99	15.99	15.99
Zynaps	N/A	N/A	N/A	N/A	N/A	N/A	7.99	7.99	7.99	7.99

ANY GAME NOT LISTED PLEASE CONTACT US, FOR PRICES AND LISTS OF SOFTWARE

Tel. No.

Elite, Tetris, Sentinel,
Starglider, Ace II,
On Spectrum, CBM64
or Amstrad
ONLY £7.99

Please make cheques or postal orders payable to **S.D.C** 
include P&P within the U.K: Europe please add £1.00 per tape:
Elsewhere please add £1.50 extra per tape

4 GREAT AMIGA TITLES
including Joe Blade,
Black Shadow, Golden Path,
Tetris
ALL FOR ONLY £10.99

The Instant Catalog

ALL TITLES IN STOCK

SPECTRUM	CASS	COMMODORE 64	CASS	DISK	ATARI ST	DISK
4 Soccer Simulators	6.45	4 Soccer Simulators	6.50	9.25	5 Star Compilation	14.75
After Burner	6.45	10 Great Games Vol 3	9.99	11.99	Action ST Compilation	11.99
Barbarian II	6.45	Afterburner	6.95	9.99	After Burner	13.99
Bard's Tale	6.50	Armalyte	6.45	8.75	Batman	12.50
Batman - Caped Crusader	5.95	Barbarian II	6.45	8.75	Bombuzal	14.75
Command Performance	9.99	Batman - Caped Crusader	6.45	9.45	Captain Fizz	9.99
Cyberoid II	5.50	Bombuzal	6.45	8.75	Crazy Cars II	12.50
Exploding Fist Plus	5.25	Caveman Ugh-Lympics	7.25	10.50	Double Dragon	11.99
Fists 'N' Throttles	8.75	Command Performance	9.99	10.75	Dungeon Master	14.75
Football Manager II	5.75	Crazy Cars	6.50	9.50	Eliminator	13.99
Frank Bruno's Big Box	8.75	Cyberoid II	6.45	9.99	Elite	14.75
Game Over II	6.50	Double Dragon	6.50	9.99	Falcon	15.50
Game Set and Match 2	8.75	Emlyn Hughes Int Soccer	6.45	8.75	Flying Shark	14.75
Giants	9.99	Exploding Fist Plus	6.45	8.75	Garfield	11.99
Gold Silver Bronze	9.99	Fists 'N' Throttles	8.75	9.99	Heroes of Lance AD&D	17.25
Heroes of the Lance	7.99	Football Manager II	6.45	9.99	Hostages	14.75
In Crowd - Compilation	8.75	Frank Bruno's Big Box	8.75	9.99	International Karate (IK+)	11.99
Laser Squad	6.25	Game, Set and Match 2	8.75	11.99	Joan of Arc	13.99
Last Ninja II	8.95	Games: Summer Edition	9.99	11.99	Leaderboard Birdie	13.99
Leader Board Par 3	9.99	Giants	9.99	11.99	Leisure Suit Larry II	21.50
Mega Games Vol 1	9.95	Last Ninja 2	8.75	9.99	Lombard RAC Rally	14.75
Mickey Mouse	5.25	Leader Board Par 4	10.99	12.99	Manhattan Dealers	12.50
Operation Wolf	5.50	Mega Games Vol 1	9.99	10.99	Mickey Mouse	13.99
Pacmania	5.95	Menace	6.75	12.95	Nebulus	13.99
R-Type	6.45	Dragon Ninja	6.75	9.99	Operation Wolf	11.99
Rambo III	5.95	Microprose Micro Soccer	9.95	12.99	Pacmania	11.99
Return of the Jedi	6.45	Operation Wolf	6.45	9.99	Powerdrome	17.25
Road Blasters	5.99	Pacmania	6.45	9.99	Purple Saturn Day	14.75
Robocop	6.25	Rambo III	6.45	9.99	R-Type	17.25
Savage	5.95	Robocop	6.45	9.99	Rambo III	11.99
Spitting Image	6.45	R-Type	6.45	9.99	SDI	13.99
Supreme Challenge	8.75	Sports World 88	9.99	10.99	STOS - Games Creator	19.49
Taito Coin-op Hits	8.95	Supreme Challenge	8.75	11.50	Speedball	14.75
Techno Cop	5.50	Taito Coin-op Hits	9.99	12.99	Spitting Image	11.99
Thunder Blade	6.50	Thunder Blade	8.95	10.99	Teenage Queen	11.50
Tiger Road	6.25	Tiger Road	6.95	10.99	Thunder Blade	13.99
Total Eclipse	6.45	Times of Lore	6.45	8.99	Times of Lore	15.25
Ultimate - The Works	8.95	In Crowd - Compilation	9.99	11.99	Triad Vol 1	17.49
		Techno Cop	7.45	10.75	Wanted	11.50



INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.

0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

16-BIT HARDWARE SUPERDEALS

**AMIGA 500
GAMES PACK
ONLY £409.95**
(£399 Without Photon Paint)

with FREE TV Modulator, Mouse, Mouse Mat, 12 Top Quality Games worth £250, PHOTON PAINT, 2 Utilities Disks with over 30 useful application programs, 2 Manuals, WorkBench V1.3, AmigaBASIC/Extras and Tutorial Disks

**AMIGA 500
ONLY £499.95**

with FREE TV Modulator, Mouse, Mouse Mat, 1 Meg Memory, Dragon's Lair Game, 2 Manuals, WorkBench V1.3, Amiga BASIC/Extras and Tutorial Disks.

**AMIGA 500
ECONOMY PACK
ONLY £368.95**

with FREE TV Modulator, Mouse, Mouse Mat, 2 Manuals, WorkBench V1.3, Amiga BASIC/Extras and Tutorial Disks.

AMIGA 500 + 1084S MONITOR + GAMES PACK (with Paint) ONLY £629.95

**ATARI 520STFM SUPERPACK
ONLY £349.95**

with FREE 21 Games, ST Organiser, Mouse, Mouse Mat, Joystick, 1 Meg Internal Drive, ST BASIC Source Book and Tutorial and BASIC Disk (New Version)

**ATARI 520STFM
ONLY £279.95**

with FREE 1 Meg Internal Disk Drive, Desktop Accessories, Ranarama, Tutorial and ST BASIC

**ATARI 1040STFM
BUSI-PACK
ONLY £449.95**

with FREE V.I.P. Professional Spreadsheet, Superbase Personal Database, Microsoft Word Word Processor, and BASIC Sourcebook & Tutorial + Disk

PRINTERS

Seikosha KX-SP120 with FREE Parallel Interface & Lead£144.95
Commodore MPS 1230 with FREE Parallel Interface & Lead£154.95
Star LC-10 with FREE Parallel Interface & Lead£199.95
Star LC-10 Colour with FREE Parallel Interface & Lead£259.95

OTHER ITEMS

Superbase Personal (Amiga)£39.95
A501 Amiga .5 Meg Memory Expansion£129.95
A501 Amiga .5 Meg Memory Expansion + Dungeon Master Game£149.95
Philips CM8833 Colour Monitor (with Mono Screen Option)£224.95

All Prices Include 15% VAT. Add £5 per item for Carriage/Insurance. Credit Cards Customers may have Next Day Courier for just £8
Access/Visa/Mastercard orders & Enquiries -
Phone 0706 43519



Visit our New Showroom at:
Unit 9, 160 Drake St. Rochdale for Demo
Send All Orders to: 16-Bit Software (Dept F1),
24 Bankfield Lane, Norden, Rochdale, Lancs., OL11 5RJ

VISA

16 BIT CENTRE MASSIVE DISCOUNTS

ATARI ST SUPER PACK

inc. 21 games, ST Organiser, Mouse + Joystick etc
ONLY £343.00

AMIGA EXTRAVAGANZA PACK

inc Photon Paint, Aegus Sonix, 3 Commercial games, 23 PD Disks,
Auto Fine Joystick and Mouse
ONLY £449.00

AMIGA TENSTAR PACK

inc. 33 games, inc 10 Commercial games & 23 PD games,
Amiga Basic, Mouse etc.
ONLY £389.00

AMIGA B2000

inc. The Works S/W
ONLY £965.00

OTHER HARDWARE

Citizen 120D Printer inc. Lead	139.00
Citizen 180E Printer inc. Lead	179.00
Star LC-10 Col Printer inc Lead	259.00
Star LC-10 Printer inc Lead	209.00
Philips 8833S Monitor inc Lead	229.00
Commodore 1084S inc Lead	235.00

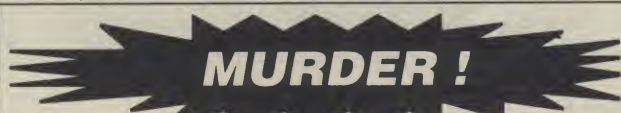
SOFTWARE

Kind Words V2 (Amiga)	39.00
The Works	69.00
First Word Plus (ST)	69.00
Workbench 1.3	14.95
A501 Ram Exp + Dragons Lair	160.00

Unit 17, Lancashire Fittings, Science Village,
Claro Road, Harrogate, North Yorkshire, H61 4AF
Tel: (0423) 526322

All prices include VAT & Postage, Courier Extra
All prices subject to change without notice

ATARI XL/XE: AMIGA: SPECTRUM: COMMODORE 64: BBC: COMMODORE ATARI ST: IBM



**All Computer Prices are being
savagely slaughtered!!!**

**Phone NOW for amazing deals:-
01-760-0274**

ATARI 520 STFM - PLUS FREE joystick extension cable and£275.00

**ATARI 520 STFM SUPER PACK - PLUS£400.00 FREE software, plus
joystick extension cable
and joystick£359.99**

**AMIGA A500 - PLUS FREE T.V Modulator, Deluxe Paint£369.99
COMMODORE 64 - PLUS FREE Data Recorder and 10
FREE Games£139.99**

SECOND HAND BARGAINS

FIDELITY CM14 Colour Monitor	£185.00
PHILIPS 8524 Colour Monitor	£220.00
COMMODORE 1084 Colour Monitor	£199.00
COMMODORE 1701 Colour Monitor	£155.00

Ring for latest details on all second hand Hardware and Peripherals

**WANTED!! Dead or Alive Second Hand Atari ST +
Commodore Amigas - Any condition - Good prices paid**

**Full Range of Hardware and Software for all popular machines
at discount prices!**

CHEQUES AND POSTAL ORDERS MADE PAYABLE TO:

SABRE SIXTEEN
7 Park Street, Croydon, Surrey,
CRO 1YD

Prices include VAT and Postage. Please allow 7 days delivery

ATARI XL/XE: AMIGA: SPECTRUM: COMMODORE 64: BBC: COMMODORE ATARI ST: IBM

ATARI XL/XE: AMIGA: SPECTRUM: COMMODORE 64: BBC: COMMODORE ATARI ST: IBM: TANDON: AMSTRAD: ATARI XL/XE

Cheetah STAR PROBE

THE
EMPIRE
STRIKES
BACK



COMPATIBLE
with SINCLAIR
+2, +3

- Eight highly sensitive light touch MICROSWITCHES
- Unique ergonomically designed control handle
- Built in AUTO FIRE
- Indestructible METAL SHAFT
- +2, +3 Selector Connector
- Four fire buttons
- 12 month warranty
- Automatic Centering suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k, +2, +3, Commodore 64, Vic 20, Amstrad, Atari, etc.

ONLY £14.⁹⁵

THE NEW ROYAL EDITION



Cheetah
CHALLENGER

ONLY £4.⁹⁵

- Two ultra sensitive fire buttons
- Ergonomically designed control handle
- 12 month warranty
- Automatic centering
- High impact robust body
- Heavy duty base with strong stabilising suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k, Commodore 64, Vic 20, Amstrad, Atari, etc.

DELUXE

A Right Royal Joystick



- AUTO FIRE
- METAL SHAFT
- 12 MONTH WARRANTY

ONLY....£10.⁹⁵

Cheetah MACH I
MICROSWITCH JOYSTICK

Mach I+ Joystick compatible with • Sinclair ZX Spectrum 16K 48K 128K +3 • Amstrad computers
• Commodore 64 & VIC 20 Computers • Commodore C16 & Plus 4 Computers (adaptor sold separately)
• Atari 2600 & Atari 5200 Video Game Systems • Atari Home Computers

All specifications and prices subject to change without notice

Prices include VAT, postage & packing

Delivery normally 14 days

Export orders at no extra cost

Dealer enquiries welcome



- Deluxe, robust construction.
- Comfortable rugged hand-grip, 8 directional control with automatic centering.
- Heavy duty base with strong stabilizing suction cups.
- Highly sensitive light touch MICRO SWITCH fire buttons. • Built in AUTO FIRE function.
- Ergonomically designed control handle with indestructible METAL SHAFT.

THE TOP PEOPLES CHOICE



- Compatible with ZX Spectrum, 16k, 48k, 128k, +2, +3, Commodore 64, Vic 20, Amstrad, Atari, etc.
- Four extremely sensitive fire buttons.
- Uniquely styled hand grip.
- Auto fire switch. • 12 months warranty.
- +2 Selector Connector.

ONLY
£8.⁹⁵

COMPATIBLE
with Sinclair
+2, +3

Cheetah, products available from branches of

Argos Dixons Harrods
LASKYS WHSMITH

High St. Stores and all good computer shops or direct from Cheetah.

Cheetah
Marketing



CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527

WATCH THIS SPACE!

At last a reliable, efficient and friendly mail order company is about to hit these pages.

Computer hardware and software at prices well worth looking out for

Coming soon....

BARBECK COMPUTERS

Remember the name

CHAMPIONSHIP SOCCER

OVER 100K OF PURE FOOTBALL MANAGEMENT

FEATURES: 4 Divisions of 20 Teams of 18 players. Full league season FA, Littlewoods, Euro cups. Full results and tables. Over 1000 player names and skill levels. Named scorers, Penalties, Bookings, Sendings off, injuries, Extra time, Bank Loans, Overdraft, Transfer market. Player Statistics. Replays, Team Formations, Insurance, Sackings, 2 Legs, Penalty shoot outs, Away goals, Wages + MUCH, MUCH MORE

SPECTRUM + 3 DISC £8.49 SPECTRUM 128/+2 TAPE £7.99
SPECTRUM 48K & COMMODORE 64 £7.49

STD SOFTWARE 8, GLENBROOK WALK, FAREHAM
HANTS, PO14 3AH
TEL: (0329) 236563

NOTE: not all features available on tape versions
all prices include P+P and V.A.T
make Cheques/P.O.s payable to STD SOFTWARE

SOUTH EAST KENT SOFTWARE

78 Southfleet Road, Orpington, Kent. BR6 9SW

We supply Atari-ST/Amiga computers, Disk Drives,
Printers, Joysticks, Computer Games.
Price list available.

Special Priced Computers

Atari - 520 ST-FM 1/2Mb Drive	£275
Atari - 520 ST-M 1Mb, Drive, Mouse	£275
Atari 1040 ST-F 1Mb, Drive, Mouse	£430
Amiga 500 1Mb Drive, Mouse	£365

	Atari ST	Amiga	Joystick & Accessories	
Thunderblade	£13.95	£16.95	Cruiser Black	£7.99
Operation Wolf	£13.95	£16.95	Cruiser Clear	£10.34
Rocket Ranger	—	£21.99	Speedking	£8.99
Eliminator	£13.95	£15.95	Speedking Autofire	£10.40
Double Dragon	—	£13.95	Quickshot II Turbo	£10.60
Afterburner	£13.95	—	Pro 5000 Extra	£13.85
Rambo III	£13.95	—	Navigator	£12.50
			3.5" unbranded Disks x 10	£9.90
			5.25" unbranded Disks x 10	£5.00

Other Games Stocked

SEGA AND NINTENDO STOCKED SEND FOR LIST

Payment by Cheque/Postal Order, payable to J. Ferguson.

MICROWARE COMPUTER SERVICES

64 LANCASTER AVENUE, SKEGNESS

Amiga 500 with 1mb internal RAM, Dragons Lair, TV Modulator	RRP £549 Special Offer £499
Amiga 500 with TV Modulator, Choice of 7 Super Packs, prices range	from £369 to £439
Amiga 500 with A1084S Stereo colour monitor, choice of 7 super packs	from £599 to £699
Atari 520 STFM with internal 1mb drive, explorer pack	£269
Atari 520 STFM Super Pack 1mb internal drive, 22 top games, joystick etc.	£349
Atari 1040 STFM Super Pack same software as above, 1mb RAM, 1mb disk drive	£429
Atari 1040 STFM Professional pack, Superbase, V.I.P, MS write, basic etc.	£439
Atari 1040 STFM Professional pack - as above, plus SC 1224 Colour Monitor	£689
Cumana 3 1/2" drive with on/off switch	£95
A501 RAM pack with clock	£129
WS4000 Multi Speed Modem with AA/AD	£159
NEC P2200 24 pin printer 140 cps	£159
Star LC10 printer 144/36 cps	£229
Star LC24 - 10 24 pin printer	£359
BBC Emulator for Amiga	£49
Multi-drive Amiga 3 1/2" & 5 1/4" drive	£229
TV Tuner turns monitor into TV	£69
Control Centre for Amiga	£49
Citizen 120D printer 120 cps	£159
Star LC10 7 colour printer	£269
Digiview Gold digitizer for Amiga	£125
CMI Accelerator Board 6800 14.34 mhz	£175

A500 Sub System with 20mb hard disk space for 2mb RAM, SCSI connector to order

Just a small selection of our vast range of products for the Amiga & ST. SAE for details
All Amiga and Atari ST Software available at 25% Discount! Not just games

PO BOX 2, SKEGNESS, Lincs PE25 2QL
TELEPHONE (0754) 610217 (E.O.E)

COMPUTER REPAIRS

Fixed Super Low Prices!

Inclusive of parts, labour and VAT

1 WEEK TURNROUND



FIRST AID
FOR
TECHNOLOGY

* SPECIAL OFFERS *

SPECTRUMS .£14 + Free Game	VIC 20, C+4	£22
SPECTRUM 128	1541 DISK DRIVE	£36
C64	C29 T. Deck	£19
C128	C64 PSU Sale	£20
C16		£18

Please enclose payment with item - 3 months warranty on repair.
Please enclose advert with repair

W.T.S. ELECTRONICS (ACE)

Studio Master House, Chaulend Lane, Luton,
Beds. LU4 8EZ. Tel: 0582 491949

(4 lines)

All rights reserved

ONLY POOLS AND HORSES

BOXFORM incorporating HANDICAP WINNER which gave over 70 handicap winners in January including 8/1, 3 at 7/1, 4 at 13/2, 3 at 6/1, 3 at 11/2, 3 at 5/1 etc, etc (All results can be checked).

FOOTBALL BOXFORM gives 50% more draws than would be expected by chance. Written by a POOLS EXPERT who has handled hundreds of top dividend winning coupons. He KNOWS what is required to win. MACHINE CODE routines ensure SPEEDY, STRAIGHTFORWARD & EASY operation. Ask yourself! How can other programs which have to rely entirely on BASIC possible be as good. BETTER written than the rest. BETTER performance than the rest.

Why pay inflated prices for the inferior products?

BOXoft CLEVER and get the BEST

TAPES £11.95 each for COMMODORE 64/128, AMSTRAD CPC, SPECTRUM,
BBC, AMSTRAD & SPECTRUM+3, DISCS £14.95. BBC DISC £12.95

Other programs available. SAE for details.

Send to: BOXOFT, 65 Allans Meadow, Neston, South Wirral. L64 9SQ

ACCESS users phone 051-336-2668

Access

MAIL SOFT
SIMPLY THE CHEAPEST MAIL ORDER



ATARI				ATARI				ATARI			
Software Title	ST	Amiga	IBM	Software Title	ST	Amiga	IBM	Software Title	ST	Amiga	IBM
1949	14.99	17.99	14.99	Ghosts & Goblins	11.89	14.89		Scenery DK-Eur.	13.99	14.99	18.75
3D Pool	13.99	13.99	13.99	Glomster Gangster	11.89	11.89		Scruples	12.99	12.99	18.75
4 Soccer Sim	13.99	13.99	13.99	Gretzky Hockey		24.99		Shoot Em Up Kit	15.99	15.99	18.75
5 Star Hits-ST	15.99			Gunella War	11.89	14.89		Skate Ball	15.99	15.99	17.50
Action ST	15.99			Gunship	15.99		26.99	Space Ball	15.99	15.99	
After Burner	14.99	16.99		Hellfire	15.99			Speed Ball	13.99	14.89	18.75
Artura	15.99			Heroes Of Lance	18.99	18.99	18.75	Spitting Images	11.89	11.89	
Baal	13.99	13.99		Hostages	14.89	14.89		Starglider 1 or 2	14.89	14.89	18.75
Bal Of Power	19.99	19.99	18.75	Inter Karate +	13.99	17.50		Stargoose	12.99		
Barbarian II	11.89	11.89		Interceptor		17.50		STOS	23.99		
Batman	11.89	14.89		Interfal Soccer	11.89	11.89		Street Fighter	14.99	18.99	
Battle Chess		17.99	18.75	Iron Lord	16.99	16.99		Super Hang On	13.99	18.75	
Battlewings 1942	18.75	18.75	18.75	I.S.S.	14.99	18.75		Super Ice Hockey	15.99	15.99	18.75
Battletech		18.75		Jet		29.99	29.99	Sword Of Sodom	22.00		
Bermuda Triangle	15.99	15.99		Kenney Approach	16.99			S. Harrier 1 Or 2	12.99	14.99	19.99
Bionic Comm	14.99	17.99	15.99	Knight Of Chess	19.99	19.99	22.99	Techno Cop	14.99	18.75	
Black Tiger	14.99	17.99		Kristal	22.00	22.00		Test Drive	17.50	17.50	18.75
Blazing Barrels	11.89	11.89		Lancelot	11.89	11.89	14.89	The Pawn	14.89	14.89	18.75
Bomb Jack	11.89	14.89		Last Duel	14.89	18.75		Three Stages	15.99	19.99	24.99
Buggy Boy	11.89	14.89		Leaderboard Coll.	15.99	18.99		Thunder Blade	14.99	18.99	
Butcher Hill	14.99	14.99		Led Storm	15.99	18.99		Thunderbirds	13.99	13.99	
Calif Games	14.99	14.99	18.75	Live + Let Die		15.99		Time Stood Still	12.99		
Capit Fizz	11.99	11.99		Lombard Rack Rally	14.89	14.89	18.75	Time + Magic	11.89	11.89	14.89
Chess 2000	17.50	17.50	18.75	Micro Pro Soccer	17.50	17.50	17.50	Tracksuit Man	13.99	13.99	
Chuck Yeagers		17.50	18.75	Micro Reads Quiz	11.89	14.49		Triad Compil	19.99	19.99	
Chuck Egg	13.99	13.99		Movie Massacre	15.99	15.99		Trivial Pur - NEW	14.89	14.89	18.75
Cosmic Pirate	13.99	13.99	14.99	Naxos		15.99		T.V. Sports		21.00	
Crazy Cars 11	13.99	15.99	16.99	Netherworld	11.89	11.89		Ultima 3 Or 4	15.99	15.99	18.75
Custodian	13.99	13.99	14.99	Nigels Mansells	17.50	17.50		Ultimate Golf	14.99	14.99	19.99
Daily Double Race		19.99		Night Hunter	14.99	18.75		UMS	14.99	14.99	18.75
Dandy	12.99			Night Raider	15.99	18.99	15.99	UMS - DSK 1 Or 2	8.99	8.99	9.99
DeLuxe Scramble	12.99	12.99	18.75	No Excesses	14.99	14.99		Verminator	14.89	14.89	19.99
Def Of Crown	19.99	19.99	19.99	On Vacation	14.99	14.99	15.99	Virus	11.89	11.89	
Double Dragon	11.89	14.89	18.75	Operation Wolf	14.99	14.99		War Middle Earth	15.99	15.99	19.99
Dragon Ninja	13.99	13.99		Outrun	14.99	14.99		Weird Dreams	15.99	15.99	19.99
Dragon Scape	11.99	11.99		Overlord	11.89			WEC Le Mans	11.89	11.89	14.89
Dragons Lair		34.99		Pacland	11.89	11.89		Workbench 1 3	14.99		
Dream Zone	14.99	14.99	14.99	Pac-Mania	11.89	11.89		Zac Macrahorn	19.99		
Dungeon Master	15.99	15.99		Paper Moon	11.89	15.99					
D. Toms Olym	11.89	14.89	14.89	Peking Bears	11.89	11.89					
Eliminator	11.89	11.89		Pool Of Radiance	16.99	18.99					
Elite	14.89	14.89	18.75	Power Dome	17.50	17.50					
Emanuelle	13.99	13.99	13.99	Powerplay	14.99	14.99					
Empire	17.99	17.99		Proscpector		16.99					
F16 Falcon	15.99	15.99	16.99	Puffin	17.99	17.50					
F19 Stealth Fighter	17.50	17.50	24.99	Quantum Paint	18.75						
Flight Sim	26.99	26.99	39.99	Question Of Sports	12.99	12.99					
Flying Shark	12.99		39.99	Rambo III	12.99	15.99	15.99				
Fort-Gremlin	22.90	22.90		Reel Of Fishing		24.99					
Football Dir II	11.89	11.89	13.99	Ringside	15.99	15.99					
Football Man 2	11.89	11.89	13.99	RoboBike	11.89	11.89					
Frontier	15.99	15.99		Rocket Ranger	14.89	19.99					
Fusion	17.50	17.50		Roger Rabbit		18.75	18.75				
				Running Man	13.99	13.99					
				R-Type	14.99	15.99	18.75				
				Savage + Chess	13.99	13.99					
				Savage	13.99	13.99	13.99				
				Superman	16.99	16.99	16.99				

P+P included in the U.K. on Software, Accessories Add £1 per item.
EEC add £1.00 P+P. Elsewhere in world add £2.00, each Cheque,
P.O. payable to MAILSOFT (ACE) P.O. Box 589, London N15 6JJ.
Please specify machine type in your order and also a second choice in
case it is out of stock or not released yet. New releases will be sent
out on day of release.

*****Access/Joysticks*****
IBM J/Stick+Card35.99
Multiface ST4.99
Head Cleaner 3.5"6.99
Unbranded X 10 3.5"9.99
Cheetah Starfighter13.99
Konix Navigator13.99
Amiga Modulator24.99
Comp Pro - Clear12.99
Comp Pro - Extra13.99
4 - Way Adaptors5.99
Quickshot 2 Turbo9.99
Konix J/Stick9.99
J/Stick Extension5.99
*****Special Offer On DSKs X10*****
Sony/Kodak/Maxell/JVC
*****PRICE DSSD ONLY £12.99*****
If you see a Software item advertised cheaper by another
company, send us the lower amount and we will match the
price, this does not apply to other companies special offers,
or deduct 25% off the R.F.P. and send to us.
Correspondence Only - 27 Falkland Road, London N8

PREMIER MAIL ORDER

Atari ST Amiga IBM PC				Atari ST Amiga IBM PC				SPECTRUM CBM 64 AMSTRAD				TITLE SPECTRUM CBM 64 AMSTRAD			
								CASS DISC CASS DISC CASS DISC				CASS DISC CASS DISC CASS DISC			
Abrahams Bat Tank	11.95	11.95	19.95	Kennedy Appro	14.95	14.95	14.95	Ace Of Aces	2.95	2.95	2.95	Mag Max	2.95	2.95	3.50
Adv Rugby Sim	11.95	11.95		Kristal	17.95	17.95	19.95	Afterburner	7.45	10.45	7.45	Mars Saga		10.45	
Adv Ski Sim	11.95	11.95		Lancelot	11.95	11.95	11.95	Airborne Ranger	9.95	9.95	13.95	Mask 2	2.95		2.95
Afterburner	13.95	16.95		Laser Squad	16.95	16.95		Alien Syndrome	6.45	6.45	9.95	Masters Of Universe		2.95	2.95
Alien Syndrome	11.95	11.95		Last Duel	14.95	17.95		Archon Collection	6.95	10.45	7.45	Match Day			2.95
Amiga Gold Hits		16.95		Ldboard Birdie	13.95	16.95	16.95	Arkanoïd 2 Revenge	5.50	9.95	6.00	McArthur's War		13.95	
Archipelagos	15.95	15.95	15.95	Led Storm	13.95	13.95		Amalyte		6.95		Metaplex	2.95	2.95	2.95
Arkanois Rev Of Doh	11.95	14.95	14.95	Legend Of Sword	14.95	14.95	14.95	Army Moves	3.95	3.95	3.95	Metrocross	2.95	2.95	2.95
Armalite		11.95		Live & Let Die	11.95	11.95		Athena	3.95	2.95		Mickey Mouse	6.95	9.95	7.45
Baal	11.95			Lombard RAC Rally	14.95	14.95		Baal		6.95	9.95	Mini Office 2		9.95	13.95
Backlash	11.95	11.95		Manhattan Dealer	11.95	14.95	14.95	Ballbreaker	2.00		2.00	Mini Putt	6.95	10.45	6.95
Ballyhoo	7.95			Maria Whittaker	9.95	9.95		Bangkok Knight		3.95		Modern Wars		6.95	10.45
Barbarian 2 Pal	11.95	11.95		Mas Of Universe	9.95			Barbarian Psynosis	6.95	6.95	6.95	Motor Massacre	5.95	8.95	6.95
Bards Tale 2	19.95	19.95	19.95	Menace	11.95	12.95		Barbarian 2 Palace	6.95	6.95	9.95	Muncher (T Wrecks)	5.95	10.45	7.45
B A T	19.95	19.95	19.95	Microprose Soc	14.95	14.95		Bards Tale 1	6.95	7.45	10.95	1943	6.95	9.95	7.45
Batman Caped Crus	11.95	14.95	11.95	Mindshadow	7.95			Bards Tale 2 or 3		12.95		Netherworld	5.95	9.95	7.45
Battle Chess		15.95	17.95	Mini Off Personal		22.95		Batman Caped Crusader	6.25	9.95	6.25	Neuromancer		12.95	
Battlehawks 1942			17.95	Missile Command	7.95			Battlefront		14.95		Nigel Mansell GP	6.95		5.95
Battlezone	7.95			Moonbase	7.95			Battle In Normandy		14.95		Nightraider	7.45	5.95	10.95
Bermuda Project	9.95	14.95		Moon Patrol	7.95			Best Of Elite Vol 1	3.95	3.95	3.95	Obolator	6.95	6.95	9.95
Bionic Comm	13.95	16.95		Mortville Manor	15.95	15.95	15.95	Best Of Elite Vol 2		6.95		One On One 2		10.45	
Black Tiger	13.95			Motor Massacre	13.95	13.95		Bionic Commando	6.95	7.45	10.95	Operation Hormuz	6.95	6.95	6.95
Blasteroids	13.95	13.95		1943	13.95	17.95		Blackbeard	2.99		2.99	Operation Neptune		7.45	10.45
Blazing Barrels	11.95	11.95		Navcom 6	16.95	16.95		Black Tiger	6.95	7.45	9.95	Operation Wolf	5.75	9.95	5.95
Bombjack	11.95	14.95		Nebulus	13.95	17.95		Blasteroids	6.95	6.95	9.95	Outrun	6.95	7.45	10.45
Bombuzal	11.95	14.95		Netherworld	13.95	17.95		Blood Valley	2.95		2.95	Overlander	5.50	9.95	6.95
Borrowed Time	7.95		7.95	Neromancer		19.95		Bombuzal	6.45	6.45	9.95	Pacland	6.25	6.25	9.95
Bratucous	9.95		7.95	Nigel Mansell	17.95	17.95		Buggy Boy	5.50	6.95	9.95	Pacmania	5.95	6.25	9.95
Bubble Bobble	11.95	11.95		Night Hunter	13.95			Captain Blood	6.95	6.95	9.95	Patton Vs Rommel		10.95	
Bubble Ghost	13.95	13.95		Night Raider	13.95	13.95	16.95	Carrier Command	9.95	13.95	9.95	PHM Pegasus	6.95	10.95	7.45
Buggy Boy	11.95	14.95		Northstar	9.95			Carriers At War		14.95		Pirates		9.95	13.95
Butcher Hill	13.95	13.95		Operation Neptune	14.95	14.95	14.95	Caveman Ugh-lympics		7.45	10.45	Pool Of Radiance		19.95	
California	16.95	16.95		Operation Wolf	11.95	14.95	11.95	Chessmaster 2000		6.95	10.45	Power At Sea		10.95	
Capone	19.95	19.95		Outrun	13.95	13.95		Classic Collection		3.00	3.00	Powerplay Hockey		10.95	
Captain Blood	14.95	14.95		Overlander	11.95	14.95		Comet Game	1.00	1.00	1.00	Predator	7.45	7.45	10.95
Carrier Command	14.95	14.95	14.95	Pacmania	11.95	11.95		Command Performance	8.95	12.95	8.95	President Missing		8.95	10.95
Chessmaster 2000	19.95	19.95	19.95	Pandora	11.95	11.95		Convoy Raider		2.95		Project Firestart		10.45	
Chronoscut	19.95	19.95	19.95	Paperboy	11.95	14.95		Cosmic Causeway		2.95		Pro Soccer (CRL)	6.95	6.95	
Chuck Yeager Alt			19.95	Pawn	14.95	14.95	14.95	Crazy Cars 2	6.95	6.95	6.95	Pro Soccer Sim	5.95	8.95	6.95
Colossus Chess X	16.95	16.95		Peter Beardsley	11.95	11.95		Crazy Comets		2.95		Puffys Saga	6.95	10.45	7.45
Combat School	11.95	14.95		Pioneer Plague	14.95			Crosswise	4.95			Question Of Sport	9.95	13.95	9.95
Corruption	14.95	14.95	14.95	Pool Of Radiance	16.95	16.95	16.95	Dark Fusion	5.95	8.95	6.95	Rack Em		6.95	10.45
Cosmic Pirate	11.95	11.95		Populous		19.95	19.95	Dark Side	6.95	9.95	6.95	Rambo 3	5.95	9.95	6.45
Crazy Cars 2	11.95	14.95		P O W	19.95	19.95		Deathlord		10.45		Reach For Stars		14.95	
Crystal Castles	10.45			Powerdrome	19.95	19.95	19.95	Defektor		2.95	2.95	Realm Of Trills		7.45	10.95
Daley Thompson 88	11.95	14.95	14.95	Pro Soccer sim	11.95	11.95	11.95	Deja Vu		13.95		Return Of Jedi	6.95	9.95	6.95
Damocles	11.95	11.95		Puffy's Saga	19.95	19.95	19.95	Delta		3.95		Rex	6.95	10.45	7.45
Defektor	9.95			Purple Saturn Day	14.95	14.95	14.95	Derek Bells Le Mans		7.45	10.45	Robocop	6.45	9.95	6.45
Degas Elite	19.95			Rambo 3	11.95	14.95	11.95	Double Dragon	6.95	9.95	6.95	Rocket Ranger		9.95	
Deja Vu	11.95	11.95		Reach For Stars		15.95	17.95	Dragon Ninja	6.95	9.95	6.95	Rommel		14.95	
Double Dragon	11.95	11.95		Realm Of Trills	13.95	16.95	13.95	Dragon Ninja	6.95	9.95	6.95	R Type	6.95	10.45	6.95
Dragon Ninja	11.95	14.95		Rebels In Dark	11.95	11.95		Dragonslair	2.95	2.95	2.95	Russia		13.95	
Dragonscape		9.95		Return Of Jedi	11.95	11.95		Dragonslayer		5.95		Rygar	2.99	2.99	2.99
Dragons Lair		29.95		Return To Genesis	11.95	11.95		Dynamic Duo	5.45	6.45	9.95	Samurai Trilogy		2.95	2.95
Dungeon Master	14.95	14.95		Road Blasters	13.95	13.95		Echelon	6.95	7.45	10.95	Samurai Warrior	4.95	5.95	9.95
Eliminator	13.95	13.95		Robocop	11.95	14.95	11.95	Eliminator	6.95	7.45	7.45	Saxxon	6.25	2.95	
Elite	14.95	14.95	14.95	Rocket Ranger	19.95	19.95		Elyn Hughes Football	6.95	9.95	6.95	Savage	5.50	6.95	8.95
Emmanuelle	11.95	11.95	11.95	Rogue Rabbit	16.95			Enlightenment		2.95	3.95	S D I (Activation)	7.45	7.45	10.45
Empire	19.95	19.95	19.95	R Type	13.95	16.95		Espionage	5.95	9.95	6.95	Sentinel		2.95	9.95
Empire Strikes Bk	11.95	11.95		688 Attack Sub		19.95		Exploding Fist	5.00	6.95	8.95	ShaoLin Road	2.95	2.95	
Espionage	11.95	11.95	11.95	Sargon 3 Chess	14.95	14.95		4x4 Off Road Racing	6.95	7.45	10.95	Shoot Em Up Con Kit		10.95	14.95
Exolon	16.95	16.95		Savage	14.95	14.95	14.95	Fair Means Or Foul	5.45	8.95	6.95	Skateball	6.95	10.45	7.45
4x4 Off Road Rac	13.95	16.95		Sentinel	11.95	11.95		Fast Break		7.45	10.45	Skate Or Die	6.95	10.45	7.45
S Star St	14.95			Sentinel Worlds 1		19.95		Fernandez Must Die	6.95	9.95	6.95	Space Ace	10.45	12.95	10.45
F16 Combat Pilot	16.95	16.95	16.95	S.F. Harrier	14.95	9.95		Fish		9.95	11.95	Space Ball		7.45	10.95
Falcon F16	19.95	19.95	24.95	Shoot Em Up Con Kit	14.95	14.95		Fists & Throttle	8.45	9.95	8.45	Spitfire 40		2.95	
Fantavision		29.95		Silent Service	14.95	14.95	14.95	Five Computer Hits	3.95	3.95		Spitting Image	6.95	9.95	6.95
Fast Basic Disc	31.95			Skateball	19.95	19.95	19.95	Flight Ace	9.95	12.95	9.95	Spy V Spy Artic	2.95	2.95	2.95
Fast Basic Rom	62.95			Skate Or Die	19.95	19.95		Flying Shark	5.50	5.00	9.95	Star Trek		6.95	9.95
Fed Of Free Trade	19.95	19.95		Skychase	9.95	14.95	14.95	Fox Fights Back	6.00	8.95	6.95	Star Wars	6.95	6.95	9.95
Fernandez Must Die	14.95	14.95		Sorcery	11.95			Football Director	6.45	6.45	6.45	Stealth Fighter	6.95	9.95	9.95
Ferrari Formula 1	19.95	19.95	19.95	Space Ball	13.95	16.95		F15 Strikes Eagle	6.95	6.95	9.95	Steel Thunder		10.45	
F15 Strike Force	14.95	14.95	14.95	Space Harrier	11.95	14.95		F16 Combat Pilot	9.95	12.95					

THE ACE PRIZE CROSSWORD No13

Set by Mips

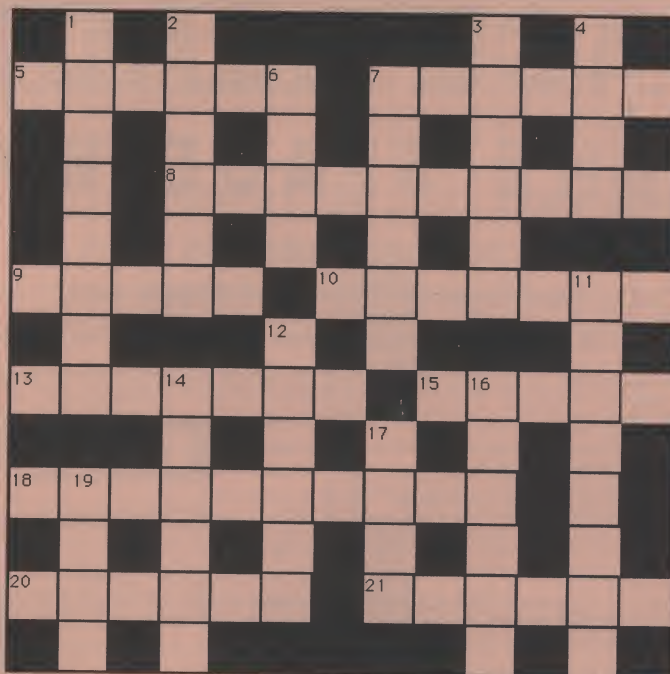
The first correct entry from the postbag wins software worth £25. Closing date for entries is 5 April. The ACE crossword is cryptic. The answer might be an anagram, or formed from the end of one word and the beginning of another, or simply hinted at by the clue. Most, but not quite all, of the answers are computer-related.

ACROSS

4. Motorists teeing off (7)
6. Reversal of input and output circuits to make razor sharp (5)
8. In case the boulder forms a software house (7)
9. Early form of electronic device (5)
11. Cruel, she sabotaged game from Gremlin (8)
13. Pity male characters running round in school break (8)
15. Ten to one backing for leading Norwegian game (5)
16. River Liffey flowing from Ocean (7)
18. Time to get boy a computer (5)
19. Host prepared to introduce heated game from Addictive (7)

DOWN

1. Night vision (5)
2. Key to get free of network (4)
3. Mercenary software house (7)
5. The way to win a game from Imagine (7,4)
7. Herman's family game (3,8)
10. Drive-in surgery (4)
11. Icy greeting (4)
12. Boy unhappy at first to get game (4,3)
14. Goal to develop student computer language (5)
17. Flip coin to get a screen symbol (4)



NAME

ADDRESS

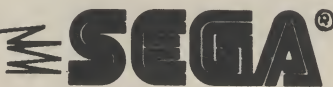
SEND YOUR ENTRIES TO PRIZE CROSSWORD 11, ACE, 4 QUEEN STREET, BATH
BA1 1EJ. CLOSING DATE FEBRUARY 5TH 1989.

TELEGAMES

Europe's Largest Stock Of Video Games & Cartridges For —



Intellivision



New Titles now in Stock

SPECIAL OFFER

Mega game worth £24.95 FREE with Sega console package price £99.95. Or Master System only £79.95

Sega console with light phaser and four FREE games

NOW ONLY
£124.95

WICO JOYSTICKS FOR NINTENDO IN STOCK NOW
The leading Video game specialists. Send for lists (state make of game)
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)
NEW COLECO TITLES NOW IN STOCK NOW OVER 100 TITLES TO CHOOSE FROM

PC ENTERTAINMENTS

S
O
F
T
W
A
R
E
L
T
D

SEND for our FREE
CATALOGUE
PLEASE ENCLOSE
A4 SIZE SAE

SPECIALISTS for
PC AND IBM COMPATIBLE

Roger Rabbit.....29.95
Goldrush29.95
Manhunter New York.....29.95
Star Trek, Rebel Universe.29.95
F19 Stealth Fighter39.95

TEL: 0437~721835

ROYAL GEORGE
SOLVA HAVERFORDWEST
DYFED
WEST WALES SA62 6TF

ACE READERS PAGES

THE SPACE WHICH YOU FILL

Small ads, club announcements, event details, pen pals, offers of help – all these and more on offer here. A unique way of contacting tens of thousands of like-minded computer users.

We're particularly keen to receive entries to the Helpline offering assistance on particular games you may have solved – adventures or others. Or offering technical expertise on aspects of particular machines. Why not make your contribution?

Here's a great way of receiving free advice from public-spirited readers. If you make use of this service, please respect the Helpline code:

- If writing, enclose a stamped, addressed envelope.
- Do not make phone calls at anti-social hours.

Having some problems with Space Quest or Police Quest? Write to me, I've got all the answers. Albert Holtingh. Olliedoomstraat 173, 2564 HH, The Hague, Holland.

Acheton, Adventure Quest, Aftershock, Apache Gold, Arnold Goes to Somewhere Else, Boggie, Bored of the Rings, Brawn Free, Classic Adventure, Castle Blackstar, Castle of Skull Lord, Colossal Adventure, Colour of Magic, Crystal Theft, Cursed Be The City, Dodgy Geezers, Dracula, Dungeon Adventure, Dungeons, A, A'n' Everything, Emerald Isle, Enchanter, Erik The Viking, Escape from Khoshima, Espionage, Island, Fantasia Diamond, Forest at Worlds End, Gnome Ranger, Guild of Thieves, Heavy on The Magic, Heroes of Karn, Hitchhiker's Guide to the Galaxy, Hobbit, Hunchback, Imagination, Inca Curse, Jewels of Babylon, Kentilla, Knight Orc, Kobayashi Naru, Lords of Time, Lost Phirious (Parts 1 & 3), Message from ndromeda, Mindshadow, Mor-don's Quest, Necris Dome, Never Ending Story, Planet of Death, Price of Magic, Project Volcano, Qor, Questprobe III, Red Moon, Return to Eden, Robocide, Scary tales, Seabase Delta, Seas of Blood, Shymer, Smashed, Smuggler's Cove, Snowball, Sorcerer, Souls of Darkon, Spellbreaker, Spytrek, Star Wreck, Subunk, Terromolinos, The Pawn, The Trial of Arnold Blackwood, The Sydney Affair, The Vera Cruz Affair, Very Big Cave Adventure, Warlord, Wise and Fool of Blackwood, Worm in Paradise, Zork 1. Joan Pancott Tel: 0305 784155 - Any Day - 1pm to 10pm.

I have completed the following: The Pawn, The Bard's Tale, Ultima IV, Phantasia I, Dracula, Never Ending Story, Zork III, Wishbringer, Enchanter, Borrowed Time, Kobayashi Naru, Heavy on the Magic, Legacy, The Prince of Magic, Claws of Despair, Wizards & The Princess. Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Wishbringer, Labyrinth, The Hobbit, The Hulk, Spiderman, Seabase Delta, Kobayashi Naru. Ann Gray, 9 Alness Close, Birchwood, Lincoln, Lincs. LN6 0YX.

Heroes of Karn, Imagination, Seabase Delta, D.A.A n Everything, Fourth Protocol I, II & III, Ship of Doom, Message from Andromeda, Kobayashi Naru, Questprobe III, Forest at Worlds End, Wild Bunch, Knight Tyne, Spellbound, The Hobbit, Buggy Part 1 only, Mops To, Heroes of Karn, Seabase Delta, Gremlins, Lord of the Rings (Part II only), Robin of Sherwood, After Shock. Russell Cooper, 12 Butlers Close, 52 Butlers Road, Handsworth Wood, Birmingham. B20 2PA.

Let me know your problem with Football Director, The Double Soccer Boss, Premier League and Soccer Star and I'll sort you out: Send SAE to Paul Phillips, 29 Ormestone House, Hartcliffe, Bristol.

For technical help on Commodore 64 Basic and Machine/Assembler language. Please contact Johnathan Kendall (for most problems would you please write!) I will endeavour to reply to all letters – if you enclose a stamped addressed envelope! Johnathan Kendall, 27 Bishop Bridge Road, Norwich, Norfolk, NR1 4ES. Tel: 0603 625987

The Pawn plus early stages for Guild of Thieves (I've only scored 300+ points so far). Clive, 66 Billett Lane, Berkhamstead, Herts, HP4 1DR.

Jack The Ripper (p1-3), Dracula (p1-3), Hampstead, Big Skeeze and others. N Buzzard, 11 Faversham Drive, Weston-super-Mare, BS24 9NZ.

I can help Spectrum owner with GAC, +2 loading problems, removing attribute clash + any basic programming problems, GAC, PAW and I also have an extensive knowledge of ZX BASIC. I can help fellow P B Mers on Hade Games 'Avalon'. Just send an SAE to: Matt Burke, 33 Brookhouse Hill, Fulwood, Sheffield, S10 3TB.

THE ACE HELPLINE

Adventure Quest, Beyond Zork, Infidel, Plundered Hearts, Starcross, Trinity, Castle Blacktar, Classic/Colossal Adventure, Dungeon Adventure, Emerald Isle, Gnome Ranger, Guild of Thieves, Hacker, H.H.G.T.G., Jinxter, Knight Orc, Leather Goddesses, Lords of Time, Mindshadow, Nord and Bert, The Pawn, Planetfall, Price of Magic, Red Moon, Return to Eden, Snowball, Wishbringer, Worm in Paradise. Phil Armstrong, 92 Dryden Road, Low Fell, Gateshead, Tyne & Wear. NE9 5TX. Tel: (091) 4875639

The Colour of Magic Part 1 and some of Part 2. John Morris, 130 Avondale Road, Shipley, West Yorkshire. Tel: 0274 586238 weekdays 3-6pm, weekends all day.

For tech help on Dungeon Master Tel 0734 780508, ask for Chris.

Amiga owner willing to swap hints & tips on the following games:- Great Giana Sisters, Leathernecks XR35, F18 Interceptor, Test Drive, Xenon, Firepower, Hollywood Strip Poker, Teirns, ECO, Vampire Emprie, Soccer Supremo, Garrison I & II, Bubble bobble and over 100 more. Scott Lyle, 27 Stansted Close, Chelmsford, Essex, CM1 2TW. Tel: 0245 356641 after 6 and before 10pm or weekends

Adventure Land, Colossal Adventure, Circus, Colditz, Greedy Gulch, Jewels of Babylon, Knights Quest, Magic Mountain, Pharaoh's Tomb, Eye of Bain, Planet of Death, Ship of Doom, Espionage Island, Hobbit, Invincible Island, Inca Curse, Ten Little Indians, Perseus and Andromeda, Lords of Time, SAE required with all requests for help. Nirmal Singh, 104 Vansittart Road, London, E7 0AA.

Colossal Cave (original adventure), Guild of Thieves, Leather Goddesses of Phobos, The Pawn, Jinxter. Clive J Mewse, 66 Billett Lane, Berkhamstead, Herts, HP4 1DR.

All aspects of BASIC especially adventures, debugging, compression and protection, simple machine code including RSXS, playtesting, poking. Please state level of understanding. Have got a CPC464, GT64, Multiface II+, DK 'ronics Speech rom. General Amstrad queries welcome but solutions not guaranteed. Sean McManus, 226 Chertsey Rise, Stevenage, Herts. SG2 9JQ.

The Pawn and Knight Orc (part 1 and early part 2). Shazad Ahmed, Tel: 01-340 9176 (4-10pm).

Dungeon Master SAE to: Anthony Hopkins, 91 Springfield Avenue, Sandiacre Nottingham, NG10 5NA.

Jinxter, Pawn, Guild of Thieves, Leather Goddesses, Colossal Cave, Mr X. Clive Mewse, 438A Ewell Road, Tolworth, Surbiton, KT6 7EL.

The Pawn, Guild of Thieves, Jinxter, Corruption, The Hitchhikers Guide to the Galaxy, Hollywood Hijinx and I have 80+ points on Wishbringer. Anil Tohani, 5 Orchard Avenue, Rainham, Essex RM13 9NY.

Any help on Ultima V appreciated. All letters answered. I have most character replies on disc in text files, almost complete dungeon plans, and will attempt to reciprocate on any info. N.B.H Vickerstaff, 670 Yarm Road, Eaglescliffe, Cleveland, TS16 0DP. Tel: 0642 781073

Help on Hitchhikers Guide to The Galaxy, Tasword, Qualitass, Tasprint, DMP2000. Ben Taylor, 5 Hope Street, Glossop, Derbyshire, SK13 9SB. Also help wanted on Stationfall.

C64/4128 Help Service, write to me with a list of games that you want help on and I will send it back post haste. Please send a SAE and remember it is for your arcade type games only. Write to Mark Essen, 26 Thick Hollins Drive, Meltham, Huddersfield, HD7 3DL. Hurry!

etc... Sell £260. Phone 01-800-2972 after 7pm.

CBM 64 Data Cassette, joystick, over £2000 worth of software all original plus lots of latest titles, hundreds of mags everything in mint condition. Sell for £375 ono phone Mark on 0604 846769.

SPECTRUM +2, two joysticks, 150+ games, all originals, magazines all for £200. Phone (0225) 27355, ask for Konrad.

ATARI ST SOFTWARE for sale, very latest, all original. I also buy or swap original games. PO Box 69, 2980, AD Ridenkerk, Holland.

ATARI 520STFM, SF 354 disk drive, over 70 games including latest titles (Falcon, Thunder Blade, R Type, etc.). All in excellent condition, £180. Tel 031 332 4618. (After 6pm) and ask for Dave.

Fed up with a crap picture on your MCOI with Atari ST? SAE for help sheet to: C Parker, 14 Cross Lanes, Pill, Bristol BS20 0JQ. Phone PII 5242 after 6pm.

For technical help on all aspects of 68000 assembly language programming on the Atari ST, send sae. to Simon Jones, 267 Ansty Road, Wyken, Coventry CV2 3FL.

Pawn, Planet Fall, Station Fall, Enchanter, Sorcerer, Hitchhikers Guide to the Galaxy, Leather Goddesses of Phobos, Hollywood Hijinx, Zork 2, Part of Dungeon Master (11th level), Starcross. C Bass, 21 Third close, East Molesey, Surrey KT8 9PW.

Any help on Dragons Lair Screen three. Any pokes. All on Amstrad tape or disc. I have completed T.Renegade, Frost Byte. 0789-840274.

CBM 64 Programming Group send your problems with a SAE to Howie Bailey, 142 Broomfield Road, Chelmsford, Essex CM11 1RN.

Any help appreciated with C64 adventure games and any info in general. Write to Fred McDonald, 17A Drum Trocher St, Kilsyth, Glasgow G5 0LX.

Chrono Quest, The Pawn, Shadowgate, Uninvited, Dungeon Master, Half of Bermuda Project. G H Walker, 34 West Street, Evesham, Worcestershire WR11 4AP.

Snowball, Return to Eden, Worm in Paradise, Bard's Tale I, Pool of Radiance. Jim Laver, 366 High Street, Colney, London, Herts AL2 1HN.

Anyone stuck on: Lancelot, Gnome Ranger pt 1, KQ III, Lurking Horror, Corruption, Guild of Thieves, Jinxter. If so write to me. Tracy Tatum, 68 Alver Road, Fratton, Portsmouth Hants PO1 5HW.

Help on Kings Quest 1, 2, 3, Leisure Suit Larry and Guild of Thieves and some Amiga games for sale. Ring Peter 0529 60684.

I have knowledge on many ST adventures, my speciality being The Bard's Tale, Borrowed Time, Tass Times in Tene Town, Jewels of Darkness, Corruption, Jinxter, Bureaucracy, The Grail and Questprobe 3, Human Torch and The Thing. Once again I offer my help to all adventurers! Neil Hickman, 56, Mogul Lane, Halesowen, West Midlands B63 2QW. Telephone (0384) 60129, between 6 - 10 Monday - Saturday.

I have a game called Caves of Doom which is an adventure game with its own book. This game is for the CBM 64 and I am having great trouble solving it. If anyone out there can help solve the adventure, then please write to Stephen Morgans, 48 Hanbury Walk, Bexley, Kent, DA5 2JJ.

Has anyone got any tips for any Sega especially for Teddy Boy, Fantasy Zone, The Maze, Kenseiden, Double Dragon, After Burner, Zillon 2, The Ninja, Rocky. Send the tips to Chris Mason, 54 Lochinver, Birch Hill, Bracknell, Berks, RG12 4LD.

I have completed the Bard's Tale I. If you want a map, please enclose 5p per map for photocopying. Write to John Riddoch, Limehillcroft, Grange, by Huntly, Aberdeenshire AB5 5LA. Or phone Grange 643 for quick tips.

Write for help on any part of Leisure Suit Larry in the Land of the Lounge Lizards. SAE to Colette Spoad, 14 Nevn House, Bourne Avenue, Hayes, Middx UB3 1QU.

Help wanted on Bards Tale. Have completed Dungeon Master, Phantasia III, Lords of Time, Golden Baton, Colossal Adventure. Alan Wheatley, 48 Cameron Crescent, Buckie, Banffshire, Scotland AB5 1DW. Tel 0542 32045. Weekends only.

Help, hints and bits of maps offered (but not complete solution) to the following: The Pawn, Guild of Thieves, Jinxter, Colossal Cave, Leather Goddesses of Phobos. Please say how many points you have scored and what you did to earn them (this helps me determine where you are) plus what is puzzling you. Write (with SAE) to Clive J Mewse, 438A Ewell Road, Tolworth, Surbiton, Surrey, KT6 7EL England.

I have completed Leisure Suit Larry in the Land of the Lounge Lizards and Police Quest. I have also got quite far on Hacker. Stephen Cotton, 2 Dawlish Close, Elm-brook, Nuneaton, Warks V11 6YR.

FOR SALE

AMSTRAD CPC 6128, colour monitor, joystick and disks + over £300 of games. £300 ono. 0622 687987 after 6pm.

MULTIFACE 3 with through port L 6 months remaining warranty, as new plus 5 disks with 20 games including Last Ninja II, Draconas Glider Rider. Phone Andrew 0202 302559.

SEGA MASTER SYSTEM, seven excellent games include Shinobi, Thunder Blade, After Burner. Perfect condition, All boxed worth £253. Sell for £185 phone Darren on 0293 33225 after 4pm.

AMSTRAD 464 plus colour monitor and £350 of games worth over £550 only £250 ono. Tel 0727 24764 after 4pm weekdays, any time weekends.

SPECTRUM +3, hardly used, perfect condition, 3 years 9 months guarantee, 2 joysticks, £50 worth of software, includes 1K+, Cobra, Barbarian and more. Only £180! Ring 01-554-2686 now!

ATARI 800XL + data cassette, 22 games including cartridge (Pacman, Donkey Kong and others) learning basic cassette all in perfect condition. Atari basic book, manuals all for £65 tel (0734) 417326.

AMSTRAD CPC 464, colour monitor L, disc drive, 100+ games on tape and disc, 30 magazines, good condition, bargain at £300. Phone Peter on 0753 889506 between 6pm and 9pm. Any evening.

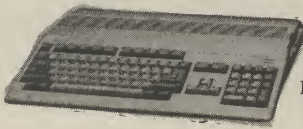
C64, C2N, joysticks, Action Replay, Simons Basic, magazines and over 130 games (worth over £1000). Includes Last Ninja 2, Operation Wolf, Armalyte, Bionic Commando

COMPUTERWARE

Suppliers of Computers to Businesses, Schools and Government since 1983



AMIGA 500



Amiga + Modulator

£399

inc VAT

EXCLUSIVE OFFER

SAVE OVER £50

FREE Quickshot Joystick
Out Run, Winter Games,
3 Arcade Classic Games
23 Games on 3 D/D Disks

Amiga + Stereo Colour
Monitor

£649

ATARI ST

520ST-FM Super Pack
512K + 1mb Drive + 22
Games & Utilities.....**£389**

520ST-FM Explorer
1mb Disk Drive, Basic
+ Manuals.....**£299**
inc VAT

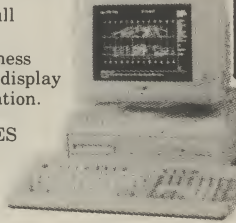
**TELEPHONE ORDERS
WELCOME**
Credit Card Hotline
(0424) 221931

AMSTRAD

**ADVANCED
SYSTEMS CENTRE**

We have the full
range of
Amstrad Business
Computers on display
and demonstration.

PC2000 SERIES
PC1512
PC1640
PCW



SOFTWARE

AMIGA	RRP	Our Price
Out Run	£19.95	£14.95
Leaderboard Birdie	£24.95	£14.95
Wizard Wars	£24.95	£14.95
Winter Games	£24.95	£9.95
Final Assault	£24.95	£14.95
Deluxe Music		
Construction	£69.95	£49.95
Hisoft Devpac	£59.95	£39.95
Deluxe Paint 2	£69.95	£49.95
Logistix	£129.95	£99.95
Superbase Personal	£59.95	£49.95

ATARI ST	RRP	Our Price
First Word Plus	£79.95	£54.95
GFA Basic	£46.00	£31.95
GFA Compiler	£46.00	£31.95
GFA Draft	£99.95	£69.95
K-Data	£49.95	£35.95
K-Spread 2	£79.95	£56.50
Lattice C	£99.95	£69.95
Superbase Personal	£59.95	£46.95
Timeworks Desktop		
Publisher	£99.95	£69.95
Degas Elite	£24.95	£17.50
Devpac 2	£59.95	£38.95
Sage Accountant	£171.85	£129.95
Sage Accounts Plus	£228.85	£159.95

MAIL ORDER 0424 221931

22 St Leonards Road
Bexhill-on-Sea
E Sussex TN40 1HT
Tel (0424) 223340

STAR LC10 COLOUR

7 Colour
Graphics +
NLQ **£259.95**
inc VAT

STAR LC10 MONO

Multifont
NLQ **£229.95**
inc VAT

CITIZEN HQP45 24 Pin, 132 Column

Superb
Quality **£399.95**
inc VAT

PHILIPS 8833 STEREO COLOUR MONITOR

+ Cable
for ST or
Amiga **£249.95**
inc VAT

PHILIPS 8852

Hi-Res
Colour
+ Cable **£279.95**
inc VAT

**HUGE RANGE OF
SOFTWARE &
PERIPHERALS FOR
AMIGA, ST AND MOST
MAJOR FORMATS**

OFFERS SUBJECT TO AVAILABILITY PRICES MAY CHANGE WITHOUT NOTICE

SHOWROOM OPEN Mon-Sat 9.00-1.00/2.00-5.30. Goods ordered by phone or mail delivered free of charge

VISA ACCESS CHARGECARD

128K SPECTRUM +2 for sale, good joystick, over £275 worth of software and about one and a half years old. If interested, for more details, phone Dave 01441-0250 (Eves).

AMSTRAD CPC 464 with colour monitor, £450 worth of games, joystick, manuals. Games include Supreme Challenge, mags, as well, worth £800, highest offer accepted. Tel Phil on Hornchurch 54037 after 5pm.

COMMODORE 128 1570 disk drive MP5801 printer 1520 printer, plotter, Datasette, all still boxed many games on disk and tape plus accessories, bargain at £320 tel (0204) 47508.

ACORN ELECTRON for sale with Cumana disc drive, Rom Box, Slogger Pegasus chip, plus various games £200 ono Delivery free, please ring 0205 79256 and ask for Malcolm.

COMMODORE C64C eighteen months old, five years guarantee, Datasette, Power pack, mouse, two joysticks, £400 software, Commodore User mags Nov 87, Feb 89. Boxed £280 ono. Tel Kevin 0392-61934 after 7pm.

AMSTRAD CPC 6128, colour monitor, disk drive, DMP 2160 printer, Tasword, 6128 Word Processor, over 100 games, infocom adventures, multiface 2, all leads, worth £1000+, only £399. Tel 0276 26166.

AMSTRAD CPC 464 mono monitor, 3 joysticks, modulator, £250 worth of games + mags, all worth over £500, less than year old. Sell for £195 ring Luke on Colchester 322524 after 4pm.

ATARI 520 STFM mint condition, over £350 software inc Falcon, Olds, Barbarian and many more. Joystick, mouse, magazines, would cost over £800 will sell for £295 ono Tel 01-578-9600.

SPECTRUM SOFTWARE arcade, strategy or adventure games are available from 99p to £5.00. For a list please send a SAE to Mark, 8, 11 Acre Rise, Loughton, Essex IG10 1AN. Thanks.

SPECTRUM GAMES for sale. All originals in full working order, £1 maximum price. SAE to G Perks, 25 Broomhall Road, Higher Blackley, Manchester M9 3PB.

ST ORIGINAL SOFTWARE top games, including Alien Syndrome, Barbarian, Gauntlet II, Leatherneck etc all £6 each tel 0742 726421 ext 2165 Ralph.

AMSTRAD CPC 464 with colour monitor, joystick, and over £180 worth of games, lightpen, mags, word processors and other utilities altogether worth £600. Sale for £299, Phone 0903 714282 after 5pm.

CBM 128 DATASETTE, Quickshot, joystick, lots of games over £300 excellent condition all boxed and ready. Bargain for only £200 phone Rehan on 01-203-1371 between 4pm and 10pm.

CBM 64 tape deck disc drive, action replay mark 4 mouse, and cheese, loads of software, disc and tape, books, many extras, £310 or nearest offer. 0782-518994.

SEGA GAMES for sale, Kenseiden, Wonderboy in Monster Land, After Burner, and many others boxed/instructions. All £15 or less. Contact Dave Bardwell, The Firs, Great Horstead, nr Buntingford, Herts SG9 0NU.

CBM 64C Excelsior and disk drive C2N, joystick, Action Replay MKIII, 32 disks, books, mags, worth £800 sell for £300 phone 01-724-0484 after 5pm Ask for Tony.

NEW STYLE C64, six months old, ZX Datasette, ZX joystick, £20 worth of mags, £300 of top games, any offer considered over £230, phone Alan Richardson 0743 790841.

ST SOFTWARE for sale SAE to Mike D/2 23 Mount Pleasant Road, Bute PA20 9HQ. Enclose your phone no.

ATARI GAMES for sale:- Headcoach, Terrapods, Captain Blood, Guild of Thieves, Gauntlet II, Eddie Edwards, SDI, Test drive, Prohibition, Obliterator, Thunderblade, Afterburner, Super-hang-on. £6 each. Phone Brentwood 216112.

AMSTRAD CPC 464, colour monitor, disk drive, Amstrad, joystick, over £200 worth software (mostly cassette), £315 also DX100 synth good condition, with power unit £200 phone 04853 33173, Hunstanton, Norfolk.

COLOUR CPC 464, DDI-1 mouse, joysticks, Multiface 2+, synthesiser, £900 + games. Including Hitchhikers, Elite Sorcery + Loads of discs, protect maxam, (disc) Advanced music system. All manuals perfect - worth £1700+. All offers considered. Telephone 01-989 8843. Gavin

ATARI 520 STFM including £300 software + mouse and joystick, still under guarantee, in mint condition, only £260 tel (0703) 772607.

AMSTRAD SOFTWARE over 40 titles including Renegade, Gryzor, Barbarian, Driller, disk and tape games available. Tapes £4, disks £6 phone Kent 0227 472464.

ATARI 800XL 1050 disk drive 1010 recorder, many disks and cassettes, joysticks all v.g.c. Also issues of Atari User manuals and books. Will sell for £250 ono. Tel Flint 61850.

BARGAIN! ST for sale with mouse and over £200 software including Dungeon Master, Carrier Command, and Double Dragon. £250 or less. Phone (089285) 2167 and ask for George. H mum!

CPC 464 in excellent condition, over £350 worth of software, Green screen, monitor and TV modulator, bargain, at £300 ono. Phone Alex on 01 504 9351 (Buckhurst Hill, Essex)

ATARI ST games for sale, many titles, price range £5 - £14

phone or write for price list. 21 Herrongate Close, Enfield, Middx EN1 3BN. 01 363 9031.

ATARI 520 STFM boxed as new, with manuals etc, plus over £450 software including Speedball, Hostages, Thunder Blade, Powerdrome, Afterburner + Art director, only £340 ono. Tel Mark (0670) 813057.

AMIGA A500 external drive, modulator, stereo external amp and speakers, 1 meg memory upgrade board, lots of software all as new, worth £1000 + only £600 ono. Phone Mick (0536) 761409.

ATARI 520 STFM with internal and external disk drives, games, demos, mags, and many blank discs, £320 phone Lee between 6pm and 10pm on Royston (0763) 246068.

AMSTRAD GAMES AND MAGS! over 60 original tapes! mags, early editions of ACE, TGM, C & VG, Amstrad Action, AMTIX, Computing with the Amstrad and others! Phone Robert for details (01) 692-1361.

SPECTRUM 48K and Lo Profile keyboard, Currah Speech, Quick shot joystick, Sinclair Interface 2, Cassette recorder, over 88 titles, inc Driller, Elite, Darkside, Total Eclipse, etc mags and books (031) 336-5984.

ATARI ST, mouse, dustcover, over £750 worth of games including Operation Wolf, Afterburner, R-type etc, 2 joysticks, manuals, 5 months guarantee worth, over £1000 will sell for £375 ono. Tel 0908 679055.

AMIGA A1000 512K plus 2 mb memory expansion, plus midi interface, £650 ono. Phone (01) 859 2523 anytime.

AMSTRAD 464 Colour Monitor, Joystick, manual, 47 games, worth £620 sell for £300 ono phone 0273 493610, Henfield, Sussex.

ST GAMES, all originals, Leaderboard, Star Wars, Wizball, Academy II, Backlash, Barbarian, Crazy Cars, Arkanoind and Powerdrome, worth £200. The lot £65 phone 0923-816172 3.30 to 4.30pm.

CPC 664 (converted to 6128 with 40025 ROM) colour monitor, Force Rom, manuals & printer lead. Also games + utility software, RomBoard + Roms, Digitiser, Speech Rom 64K RAM and other add ons £1039 (whole lot). Will split. Phone 01-454-6863 (after 5pm).

CBM 64, Datasette, joystick, Koalpad (Graphics Tablet) Action Replay, £1000 worth software, over 250 original titles including R-type, I.O, Ikan, Seuck, Zynaps, Super Hangon, Road Blasters, Combat School, only £150 (0934) 834168.

ATARI 520 STFM 1 year old, used 5 hours max with 100 original current boxed games, cost over £2000 accept £900 ono or split. Phone (0268) 697622 after 8pm or weekends.

SEGA CONSOLE, 3D glasses, Quickshot, 18 games, includ-

ing Space Harrier 1 & 3D, Shinobi, Out Run, After Burner, Fantasy Zone I & II, Wonder Boy II, Thunder Blade, Worth £450. Sell £200 (ono) 0934 834168.

SPECTRUM 48K PLUS in good condition with Protek interface. 255 games and lots of mags all for £160. Tel (041) 647 8536. After 5pm and ask for Alan.

C64 with new power pack, datasette, over 230 quality games, joystick, freeze machine, Currah Speech synthesizer, blank tapes, books, programming manuals (Basic), loads mags, £325 ono. Phone (0272) 607389 now! (please).

ATARI STFM boxed with Falcon, Baal, Speedball, Virus, Op Wolf, Starblitz, mouse, Gauntlet 2, Side Winder, Rolling Thunder, Bubble Bobble, all originals + more £300. Phone Nick after 6pm, 0795 24218.

ATARI 520STFM excellent condition + 18 boxed mint condition games, including Carrier Command, Dungeon Master, Gauntlet II, Virus, Xenon, will sell for £300 ono. Phone Coventry (0203) 73398 8pm-9pm.

BACK ISSUES of ACE. Crash your Sinclair, Sinclair User, for sale, £1.00 each. Also 1st ever Crash £5 (01) 521 8307 ask for Dan.

SEGA SYSTEM includes Light Phaser, Rapid fire over £700 of software with Greats; Phantasy Star, Thunder Blade, Shinob, Alien Syndrome, After Burner, Outrun, accept £300. (0604) 768778 after 4.00pm.

AMSTRAD CPC 6128 colour monitor built in disk drive. Joystick, Starter manuals, over 50 games, Computer Desk. All over £700 worth. Will sell for £450 ono tel (0452) 813802.

128K SPECTRUM for sale plus over £500 original software + my entire collection of computer mags, C & VG, Crash, Y/S, S/U, Crash issue 4 onwards. £250 ono ring Staines 51155.

CBM 64 GAMES including mag 7 Combat School, Buggy Boy, 45 games for £25, Mike Pay 8 Chapter House, Coffe, Hall, Milton Keynes MK6 5EE.

1541 DISK DRIVE £110 inc postage. Phone 0263 720900 or write to 34 Paston Road, Mundesley, Norwich, Norfolk, NR11 8BW. Phone or write quickly, it won't last long!

ATARI 520 STFM with 72 original games, OP-Wolf, R-Type, Crazy Cars II, £450 or swap for Amiga phone Jason, on (01) 635 9437 any time between 5pm and 11pm. Also comes with one year guarantee.

ATARI 520 STFM Super Pack, boxed, as new, excellent condition, £450 of games, Organiser, joystick, magazines, mouse, mat, 1 meg drive, under guarantee, sell for £240 ono tel (01) 445-1696.

AMSTRAD CPC464 mono monitor, modulator, joystick, 50

WORLDWIDE SOFTWARE

1 Bridge Street
Galashiels
TD1 1SW



WORLDWIDE
SOFTWARE



WORLDWIDE SOFTWARE

49 Stoney Street
Nottingham
NG1 1LX

COMMODORE AMIGA SOFTWARE

4 x 4 Off Road Racing	17.95
Afterburner	16.45
Baal	13.25
Barbarian II	13.25
Bards Tale II	18.95
Batman	16.45
Battlehawks 1942	19.95
Black Tiger	16.45
Butcher Hill	14.35
California Games	17.95
Captain Blood	16.45
Carrier Command	16.45
Cosmic Pirate	16.45
Double Dragon	16.45
Dragon Ninja	16.45
Dragon Slayer	24.95
Dream Zone	16.45
Driller	16.45
Dungeon Master (1 Meg)	16.45
Echelon	17.95
Eliminator	14.35
Espionage	13.25
F.O.F.T.	24.95
F16 Falcon	20.95
Fish	16.45
Flight Simulator II	31.95
Fusion	18.95
Galactic Conqueror	16.45
Gary Lineker Hot Shot	14.35
Guerilla War	16.45
Hell Bent	13.25
Heroes Of The Lance	17.95
Highway Hawks	13.25
Hostages	16.45
Interceptor	18.95
International Karate +	17.95
International Soccer	13.25
Jet	28.95
Joan Of Arc	17.95
Lancelot	13.25
Leaderboard Collection Birdie	17.95
Led Storm	14.35
Legend Of The Sword	16.45
Leisure Suit Larry (Adults only)	13.25
Live & Let Die	16.45
Lombard RAC Rally	16.45
Mini Golf	13.25
Motor Massacre	14.35
Nebulus	13.25
Night Raider	14.35

ATARI ST SOFTWARE

4 x 4 Off Road Racing	14.35
Afterburner	16.45
Airborne Ranger	16.45
Baal	14.95
Batman	13.25
Battlehawks 1942	19.95
Black Tiger	14.35
California Games	14.35
Captain Fizz	11.20
Carrier Command	16.45
Colossus Chess X	16.45
Cosmic Pirate	13.25
Crazy Cars II	16.45
Dragon Ninja	13.25
Dream Zone	16.45
Dungeon Master	16.45
Elite	16.45
F.O.F.T.	24.95
Flying Shark	13.50
Guerilla War	13.25

ATARI ST SOFTWARE

F.O.F.T.	24.95
F16 Combat Pilot	13.25
F16 Falcon	15.50
Fish	16.45
Helter Skelter	11.20
Hostages	16.45
Incredible Shrink Sphere	13.25
Ingrids Back	14.95
Internat Karate +	14.35
Joan Of Arc	14.35
Kennedy Approach	16.45
Leaderboard Collection Birdie	14.35
Led Storm	14.35
Live & Let Die	16.45
Nenace	13.25
Mini Golf	13.25
Operation Wolf	13.25
Pacmania	13.25
Purple Satin Day	17.95
R-Type	19.95

ATARI ST SOFTWARE

Return Of The Jedi	13.25
Robocop	13.25
Savage	13.25
Space Harrier I or II	13.25
Speedball	16.45
Starglider II	16.45
StarRay	13.25
Techno Cop	14.35
The Deep	14.35
The Kristal	21.95
Thunder Blade	14.35
Tiger Road	14.35
Times Of Lore	16.45
Ultimate Golf	14.35
Verminator	16.45
Victory Road	13.25
War In The Middle Earth	21.95
WEC Le Mans	13.25
Weird Dreams	16.45
Where Time Stood Still	13.25

COMMODORE AMIGA SOFTWARE

Navcom 6	16.45
Operation Wolf	16.45
Pacmania	13.25
Pioneer Plague	16.45
Powerdrome	17.95
Purple Satin Day	17.95
Robocop	16.45
Rocket Ranger	21.95
Shoot Em Up Const Set	16.45
Silent Service	17.95
Speedball	16.45
Starglider II	16.45
StarRay	16.45
Super Hang On	16.45
Superman	16.45
Techno Cop	14.35
The Deep	17.95
The Kristal	21.95
Thunder Blade	17.95
Tiger Road	14.35
Track Suit Manager	13.25
TV Sports Football	21.95
Ultima V	21.95
Ultimate Golf	14.35
Universal Military Simulator	16.45
Verminator	16.45
Victory Road	16.45
WEC Le Mans	16.45
Weird Dreams	16.45
Who Framed Roger Rabbit	21.95

FAST DELIVERY ON ALL STOCK
ITEMS BY 1ST CLASS MAIL

North, Scotland
N. Ireland
0896 57004 (24 Hours)

CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL
CREDIT CARD ORDER TELEPHONE LINES
OVERSEAS TEL: NOTTINGHAM 225368

SPECIAL OVERSEAS SERVICE
BY AIRMAIL WORLDWIDE

South, Midlands
Wales
0602 252113

C64/128	CASS	DISK
Afterburner	6.99	10.50
Armalyte	6.99	9.45
Arturta	7.99	11.99
Batman	6.99	10.50
Black Tiger	7.99	11.99
Bombuzal	6.99	9.45
Butcher Hill	7.99	11.99
Dragon Ninja	6.99	10.50
Emlyn Hughes Int Soccer	7.25	11.20
Fish	7.25	11.20
Hostages	7.25	11.20
Incredible Shrink Sphere	7.25	11.20
Led Storm	7.25	11.20
Leisure Suit Larry (Adults only)	7.25	11.20
Live & Let Die	7.25	11.20
Lombard RAC Rally	7.25	11.20
Mini Golf	7.25	11.20
Motor Massacre	7.25	11.20
Nebulus	7.25	11.20
Night Raider	7.25	11.20

PC COMPATIBLE SOFTWARE	
20,000 Leagues Under Sea	14.95
Airborne Ranger	19.95
Battlehawks 1942	19.95
Captain Blood	19.95
F16 Falcon (CGA)	28.95
F16 Falcon (EGA)	35.95
Fish	16.45
Flight Sim II	38.95
Flight Sim Scenery Disk	14.95
Football Director II	14.95
Football Manager II	14.95
Galactic Conqueror	14.95
Leisure Suit Larry II	24.95
Pirates	19.95
Speedball	16.45
Stella Crusade	28.95
Ultima V	21.95
Ultimate Golf	13.25
Vulcan	13.25

C64/128	CASS	DISK
Red Storm Rising	11.20	14.95
Robocop	6.99	10.50
Rocket Ranger	14.95	
Space Ace	11.99	14.50
Sports World 88	9.99	11.99
Supreme Challenge	9.45	12.95
Techno Cop	7.99	11.99
The Deep	7.99	11.99
The Muncher	6.99	10.50
Thunder Blade	7.99	11.99
Tiger Road	7.99	11.99
Total Eclipse	6.99	9.45
Ultima V	7.99	11.99
Ultimate Golf	6.99	10.50
Unouchables	6.99	10.50
Victory Road	6.55	9.45
War In Middle Earth	7.25	14.99
WEC Le Mans	6.99	10.50
Weird Dreams	11.20	14.95

JOYSTICKS	
Cheetah 125 plus	6.95
Cheetah Mach 1	10.95
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Speedking	10.99
Speedking With Autofire	11.99
Ram Delta	7.99
Cruiser	8.99
Wico Bathandle	17.95
PERIPHERALS	
5.25: disk box (holds 100 disk)	9.95
C64 dust cover	4.95
C64 disk drive cover	4.50
Reset Switch	6.99
C64/128 Datasette unit	18.50
BLANK DISKS	
3.5" DS/DD Disk (per ten)	9.95
5.25" DS Disk (per ten)	4.99

Overseas orders please add (Europe) £1.50 per cass/disk, (Outside Europe) £2.00 per cass/disk for AIR MAIL delivery
Advertised prices are for mail and telephone orders.

games, 12 months old, lots of mags, only £160. Phone Ryan on Reigate (0237) 249843.

MSX 64K computer £400 worth of software, mouse and data recorder all for £350, for details, ring (0767) 80954 after 6pm, all good condition.

PAGE LINNET MODEM, 300, 1200, 75, split rate speed buffering, auto dial and answer, Baud Rate detection, call progress monitoring, and load speaker, sell for £160. Phone (01) 519 4372.

AMSTRAD 464 green monitor and joystick, AMX mouse, TV modulator, lots of games (over £300) good condition, all worth £650 will sell for £210 ono. Tel Skegness (0754) 74494, 6.10pm.

AMSTRAD 6128 green monitor, disc drive, joystick, over £550 software, magazines, books, excellent condition, all worth £900 sell for great value £350 ono phone Graeme, (01) 431 0525. After 5pm.

AMSTRAD CPC 464, colour monitor, joystick, stereo speakers, multiface two, 100 mags, over 250 games inc, Out Run, Savage, R-Type, Operation Wolf, worth over £1650, sell for £450. Tel (0763) 71109.

COMMODORE 64 computer Datasette new backup cartridge, mark 5 joystick, games including many new titles, VGC ace bargain at £150 phone Coventry (0203) 688674 after 4.30pm and ask for Abdul.

AMSTRAD 464 colour monitor great condition over £400 software latest include Total Eclipse, Gunship, F-15, Strike Eagle, Screen Designer, Spy vs Spy, £250 ono. Bargain, phone Ian (01) 200-9759 evenings only.

C128 monitor, disk drive, printer cassette, joystick, Freeze Frame, and over 100 new software titles. All you would need, boxed. For offers around £700. Phone (0789) 842 312.

SPECTRUM + Joystick, Interface, Data Recorder, Printer, Lightpen, Spectrum kits, 90 games. Selection of books and magazines. All immaculate condition. Bargain, £250 ono. Tel Amilch 831528 and ask for Matthew.

CBM 64, 1541 disc drive, Action Replay plus Freeze Frame, Backup utilities, plus seventy discs, in disc box. Sell for £210. Tel (061) 848 8903. Will split. Ask for Mike.

AMSTRAD 464 colour monitor 12 games £100. Amdrum £15. Speech Synth, £10. 55 mags £15. Amstrad books £10. 65 games from 50p each. lot worth £1100. Sell £250, Neil (0376) 22187.

ATARI ST mouse £800+ of games including Operation Wolf, Carrier Command, Dungeon Master, Pacmania, total cost £1200+ sell for £550. Tel (01) 472 9142. Ask for Jason.

ATARI 520STFM, mouse + mat, joystick, books, Software including Flight Sim II, Carrier Command, Buggy Boy, Op-Wolf, Word Processor and PD disks. All boxed, perfect condition £290 phone (0462) 835203 after 6pm.

ATARI STFM with 1 meg drive 5 top quality games including Ultima IV, joystick, 15 blank disks still under guarantee, bargain at £220 ono phone Richard on (043484) 82826.

ATARI ST GAMES for sale. Virus, Thunder Blade, Dungeon Master, Xenon, Power Drive, Hot Ball, Carrier Command, Lancelot, Flight Sim 2, Out Run, and many more. Phone Andrew on (01) 650 1750.

COMMODORE 64C, (boxed), 1541 disk drive, MPS801 printer, Datasette, Action Replay, Professional Lightpen, mouse, joysticks, £100's worth of software all in excellent condition bargain at £360. Tel Dorking (0306) 884563.

AMIGA 500 unwanted xmas present, full guarantee, £250 + software, including Test Drive, Fusion Jet, etc. Plus TV Modulator, mouse and mat, joysticks, manuals, D-Point, Workbench, only £350 ono. Tel MildenHall 712040.

GAMES Atari + Amstrad Cassettes, ST games are double sided, super pack, Amstrad Games full and budget, under half price, with full instructions. Top rated. Phone Declan on (0923) 52694.

COMMODORE 1571 double sided disk drive. Only a year old. In perfect condition. Boxed with leads and manuals plus £200 of games, sell for only £125 ono. Phone (01) 560 2939.

SPECTRUM +2 Ram Turbo, Alphacom printer, paper two joysticks £1000 of software, Airborne Ranger, Gunship, Silent Service, Afterburner, R-Type, Thunderblade, and mags for £300 ono. Phone Tam on (0236) 31865.

AMSTRAD CPC 464 green screen, 23 games, + other software, mags, joystick. Phone Yeovil (0935) 20532 weekends only. Only 14 months old £165 ono.

C64 C2N joystick loads of software inc greates Last Ninja II, Platoon, Gauntlet I + II, Predator, Ikari, Warrior, Bards Tale, Tetris, £210 ono. Phone Bath 310291. Ask for Daniel.

BBCB 40+ disc drive, manuals, £115 original software, tape and disc titles including Brian Cloughs Football, Fortunes, Repton, Ice Hockey, By Fair Means or Foul (Boxing). Tel Nick 9587535 evenings £195.

AMSTRAD CPC 6128, One year old, mint condition, built in disk drive 128K + two free CPN discs worth £100 each. £600 + software worth £1200. Sell for £500. Contact Steven (0388) 817675.

AMSTRAD CPC 464 green monitor, Modulator, joystick,

books, £220 worth games in excellent condition. Will sell for £250 (01) 253 5563.

SEGA GAMES CONSOLE with Outrun, Hang On and Astro Warrior £60. Tel Dave 0799 41478 after 6pm.

AMSTRAD CPC 464 colour monitor with AMX mouse, 50+ games, joysticks + adaptor, magazines (past few years), utilities, firmware manual + books, £350 + ono. Offers on (01) 853 3545 any time.

AMIGA A500 plus external disk drive memory expansion, stereo monitor, over 50 games including 'newies', excellent utilities, cost new £2500+. Sell for £110 phone (0923) 33606 X3129 between 9 and 5. Matthew.

CPC 6128 colour monitor, disc drive, dust covers, Anti-glare filter, joystick, lots of games, Brunword, Atlas, DrDraw, Multi-facer, worth over £700 bargain at only £350 ono. Phone (061) 338 7386.

CBM 64C new style, keyboard, tape recorder, 2 joysticks, lots of games, magazines, brand new, all fully boxed worth £300+. Sell £130 ono. Phone Aberdour (0383) 860243 after 6pm.

C64 1571 disk drive, 300 discs, with disc boxes. Action Replay, 100 tapes, latest originals plus free games, Killer Cartridge, excellent condition, worth £900. Sell for £295. Phone 0978 266014.

AMERICAN 520ST, SC1224 RGB monitor, two SF314 meg drives, Plynth, two joysticks, dozens mags, Asstd, software £600. American Star SG10 Parallel printer £90. Call Terry, Hitchin (0462) 815526.

ATARI STFM one month old, £600 software, disk box, 2 joysticks, mint condition, worth over £850. For quick sale £420 ono. Tel (0562) 754044. After 6pm. Ask for Melvyn.

ATARI 520STFM, over £700 of the best software available. Everything boxed as new. Altogether worth over £1000. Sell for £480 ono. (01) 654 6873.

SPECTRUM 128 +2 plus games and joystick all leads £105. BBCB + disc drive, monitor, tape player, and lots of games £160. Both bargains. Call John on (0664) 840459 after 6pm.

TWO WEEK OLD AMIGA 500 cost £400 kick start version, 1.3 + software £1,000. Will accept £650 phone (0908) 674 268.

AMSTRAD PCW 9512 printer monitor, Locospell, Locomail, Mini Office professional, mags, some blank discs, cost £650 sell for £425 tel (04446) 42768.

ty discs, VIP professional Database disc. In original box, VGC, worth over £600. Sell for £325. Phone (0579) 46761.

ATARI STFM with mouse, manuals, language disk and virus, excellent condition. Bargain £200 ono phone (0455) 284543 after 5pm. Ask for Ryan.

COMMODORE E4/128 still boxed, plus cassette deck and £600 software, disk drive, word processors and mouse, printer and ribbon, £420 ono. Tel (0473) 41424 after 4pm week days.

ATARI 800XL 1010 cassette recorder, 1050 disk drive, 100 games over 50 mags good condition. Plus extras £250 ono (0702) 544924 after 6pm any day of the week except for Sunday.

REMARKABLE!! David Coleman "What happened Next?" adventure game. You make up the plot, you design the scenarios, you take your choice and you pay us the money. Phil South, Graeme's downstairs room, Bath, Avon.

SOFTWARE FOR SALE (any system) 48hr delivery service. Any current game available, simply deduct 28% off RRP. Send your orders to S Williams, 24 Cenarth Drive, Cwmbach, Aberdare, Mid Glamorgan CF44 0NH.

WANTED - UK ALBUMS, John Wetton, Bill Bruford et al. Call Steve in the ACE office. Ta very much.

ATARI 520STFM don't want lots of software, will buy a little hardware and utilities or just Atari on its own. Tel Jason (0272) 279065.

MSX DISK DRIVE inc. Interface £50 offered. Must be in good working order. Phone Rob (0642) 474891 or write 23A Birkdale Road, New Marske, Redcar, Cleveland TS11 8BL.

AMIGA A500 swop for 520 STFM. 1 meg drive, dozen's games, including Speedball, Virus, DM, RAC, all summer pack, software, mouse, Atari and GFA Basic. Gordon Denison, 38 Millbrook Road, Wythenshawe, Manchester, M23 8XH.

ATARI 400/800 two youngsters want to know have you anything you don't want anymore for the ancient system above. All help will be gratefully appreciated, call Peter 051 228 7579.

ATARI STFM OR AMIGA 500 plus accessories, and games in exchange for Roland piano plus 70 electronic keyboard, unwanted gift, recently valued £300 tel Paul (01) 458 6519 Evenings and weekends.

I WOULD LIKE TO SWOP my Amiga 2000 for a white Sains-



CHAMPAGNE ON DRAUGHT...

It's not all champagne and Ferraris in the entertainment software industry, but Staff Writer Andy Smith is clearly aiming to stock his cellar with the bubbly stuff. True, it does look rather like we sent a life-size photo of Andy to compete in the Vindicators play-off, but you can tell by the beret and high-fashion rolled trouser bottoms that it is the real Smithy collecting the booze. No self-respecting cardboard cut-out would be photographed dressed like THAT. (Come back Frank Spencer, all is forgiven.)

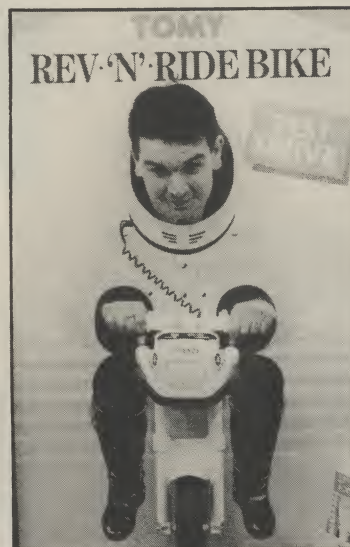
And on the subject of hats, notice that Marc Strachan of Domark is sporting suitable Jay Arther Tengen (or ten gallon?) headgear as he hands over the fizz...

Which all leads rather smoothly to an Oops spotted by several eagle-eyed readers in our last issue – for the second consecutive month, the Domarks suffer at the hands of the mystic force behind ACE Oopses. Despite the words you read about the Rainbow Arts crew providing 16-bit versions of the Tengen coin-ops, we learn that Consult Computers, Walking Circles and Teque are in fact doing the business. However can that have happened? Paranormal forces must be at work.

SOFTWARE MAGNATES AT PLAY, NO 1 IN A SERIES...

Stepping out of his red Ferrari, Mark Cale of Cale and Cale, purveyors of games software to the cognoscenti, experiences a taste of life in the saddle. Playboy Mark was spotted going on a test drive at the recent Earls Court Toy Fair with siren wailing and headlight flashing.

Ride hard, stay sane as we say here on Blitter End. And just to help all our Blitter fans out there to stay sane, we've got a couple of delightful scale models of classic motorbikes to give away. In what is almost certainly the first Blitter End competition, we're offering you, dear readers, the chance to write a witty caption for this picture of Mark on his mean machine. The two most chucklesome entries sent to Blitter Biker, ACE, 4 Queen Street, Bath, Avon, BA1 1EJ before April 1st earn their senders model motorbikes. Mark Cale and employees of Future Publishing are simply not allowed to enter!



JUST TOO MANY 'H'S

And to close, one more oops, discovered in this very issue. (Another First for Blitter End...) The feature on the *Bit Bopper* this month makes fulsome mention of a company called 'Technation'. Which means that there are a good few too many 'h's on the page. Muttering darkly about the strange keyboard-polling routines of the ACE writing machine has simply not let our man get away with calling Technation 'Technation'. Full details of the sanctions extracted for this foolish error can't be given on this page – most of our readers have delicate stomachs...

ADVERTISERS INDEX

16 Bit Centre	129
16 Bit Software	129
Activision	100
Atari	46-47
Barbeck	131
Best Byte	118
Boxoft	131
Castle Computers	119
Cheetah	130
Clik	112-113
Computerware	135
Crazy Joe's	121
Digital Integration	38
Domark	51-53
Enkay	129
Entertainments International	8
Evesham Micros	117
Games Shoppe	124
HSV	124
Homesoft	120

Infogrammes	94
Intermediates	111
Krysalis	99
Ladbroke	106
MCD	132
Mail-Centa	120
Mailsoft	131
Medusa	121
Megaland	122-123
Megasave	126
Microprose	24, 68, 82
Microsnips	58
Microware	131
Mindscape	65
Mirrorsoft	35, 61
Ocean	2-3, 36, 88
PC Entertainments Software	133
Postronix	20-21
Psygnosis	17
SDC	128

STD Software	131
Sabre 16	129
Samdale	109
Softek	15, 76
Softsellers	125
Software City	127
South East Kent	131
Sub-Logic	58
Target Games	116
Telecomsoft	42, 79
Telegames	133
Telemap	29
Tiger Mail Order	126
Topsoft	110
Triologic	29
US Gold	6-7, 30-31, 54, 66
Video Vault	87, 93
Worldwide	136
W.T.S.	131



UP UNTIL NOW, FINDING A SERIOUS SOFTWARE STORE HAS BEEN A JOKE.

Software Circus, as our name suggests, sells nothing but software. And lots of it.

In fact, we've got the latest releases and around 2,000 titles in stock for ATARI-ST, AMIGA, Mac and IBM compatible computers.

They cover entertainment, business, programming, music and sound, graphics, education, CAD...you name it.

And prices start from £9.95 to £200 and over.

What's more, our staff know what they're talking about and will give you a

demonstration of the software in our store.

We even give you the peace of mind of free after-sales hotline support.

In short, you'll find that Software Circus are not a bunch of clowns.

To demonstrate our seriousness, we're offering a 5% discount on everything* when you bring in this advertisement.

To show that we've also got a sense of humour, come in wearing a red nose and we'll give you 10%.

Now that's not to be laughed at, is it?



SOFTWARE CIRCUS

THE · SERIOUS · SOFTWARE · PEOPLE

THE PLAZA ON OXFORD STREET, LONDON W1. TEL: 01-436 2811
(Between Oxford Circus and Tottenham Court Road)

OPEN 10AM - 8PM MON-FRI, 10AM - 7PM ON SATURDAY

* Excl. any products on current promotion and magazines.
Offer ends 30/4/89

AM/2

THE FIRST WONDER OF THE 16 BIT WORLD...



16 BIT AMIGA ATARI

ARCADE QUALITY • ARCADE EXCITEMENT • ARCADE ACTION

The 1989 range of NEW ARCADE GAMES from U.S. Gold are now only £14.99

For value that towers above the rest there is only one name in the game



H.K.M.™



OUT RUN EUROPA™



LAST DUEL™

U.S. Gold Ltd.,
Units 2/3 Holford Way,
Holford, Birmingham B6 7AX
Tel: 021 356 3388

AVAILABLE AT SELECTED STORES OF
WHSMITH
John Menzies
AND ALL U.S. GOLD
STANDERS



WONDER WORLD...



ATARI

ITEMENT • ARCADE ACTION
from U.S. Gold are now only £14.99
there is only one name in the game



ROPA™
LAST DUEL™



AVAILABLE AT SELECTED STORES OF
WHSMITH
John Menzies
AND ALL U.S. GOLD
STOCKISTS

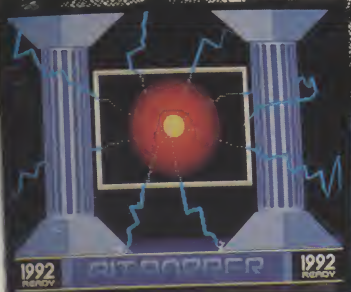
ADVANCED COMPUTER ENTERTAINMENT 19

MAGAZINE OF THE YEAR

■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

ADVANCED

**HOW TO BE A
COMPLETE
GOD**
POPULOUS
The DIY route to Deity



BIT BOPPER
Seeing the light

